WHITE DWARF

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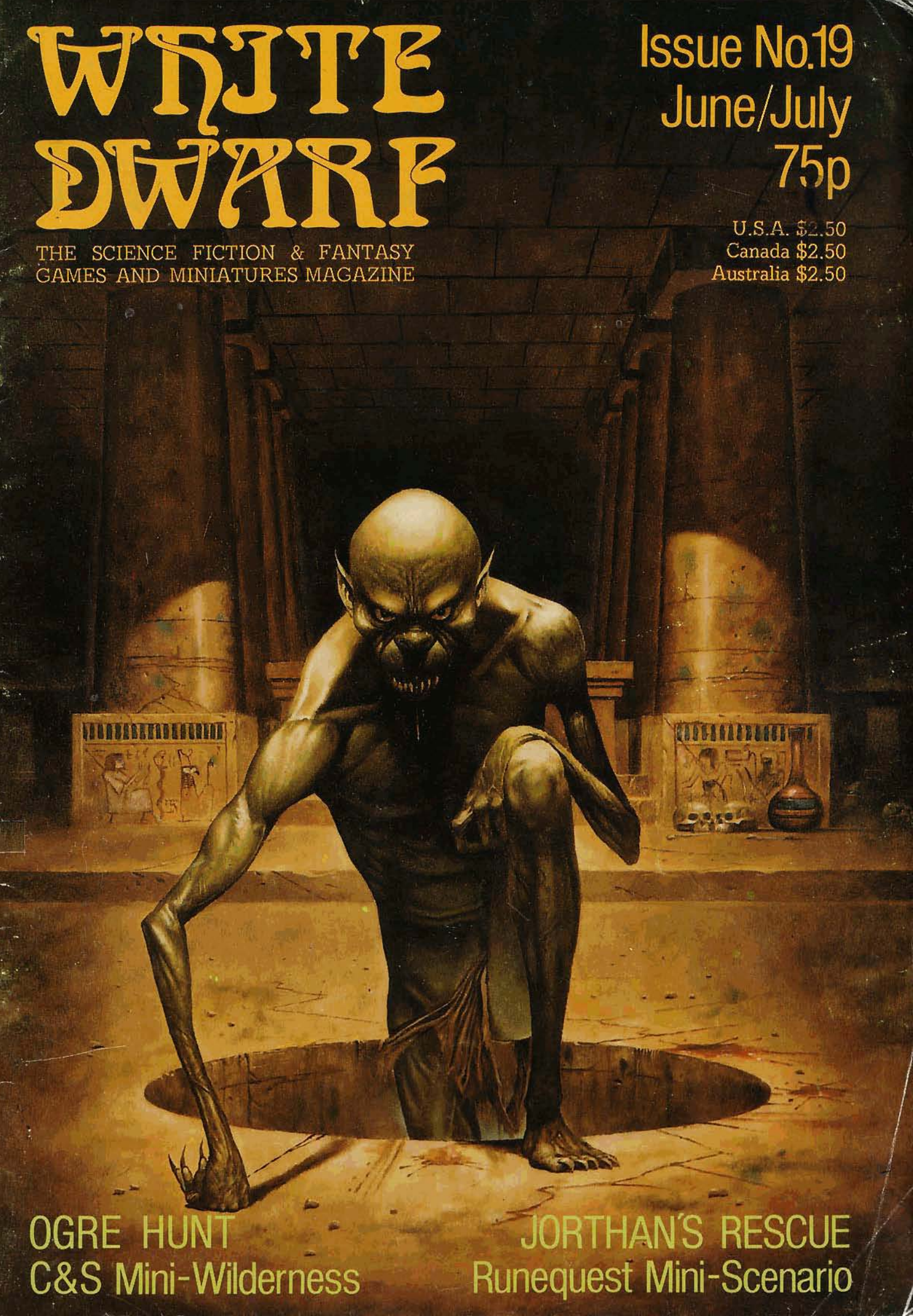

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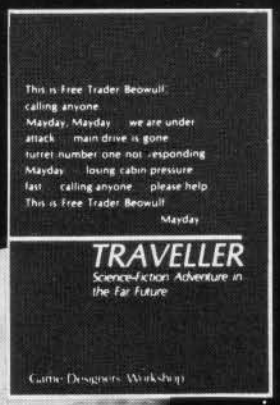

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Dear Bob,

You wrote asking for information about TSR in the UK and what new products are expected from Lake Geneva. Well, events at TSR are moving so rapidly that it is difficult to keep enthusiasts up to date, but let me tell you about just a few of the things which are going on at the moment and answer at least some of your questions.

We now have TOP SECRET in the UK - the new role-playing espionage game. This is yet another top-quality TSR game which I am sure will please and intrigue gamers in the US and UK alike. No - it is not simply D&D/AD&D transposed into a new format but a completely new game and game-system in a modern and topical setting. From what I know of your tastes in gaming, you will like it!

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and there are more to come. Our newsletters will announce their arrival (you know that we send out regular newsletters to the trade and hobby?); now that your name is on our mailing list, you will get the information soon after it reaches us.

WORLD OF GREYHAWK is being printed and should be here in August, while DEITIES & DEMIGODS (the AD&D version of Gods, Demi-Gods & Heroes) is nearly ready for printing; we expect this, too, to reach the UK in August. The new board game KNIGHTS OF CAMELOT is in its final stages of development; we will let you know when to expect this.

You will, I think, be interested to know that two other games are also proving extremely popular with UK gamers. DIVINE RIGHT, as you know, is a board game for 2-6 players who, as monarchs, build up their empires through diplomacy, warfare and magic. Then there are THE AWFUL GREEN THINGS FROM OUTER SPACE. This is probably the most amusing, yet far from trivial, 2-player game available - easy to learn and fast in play. (It's at least as good as SNITS REVENGE which I know you particularly enjoy). Even D&D and Gamma World enthusiasts welcome a change from their favourite game from time to time!

Forgive the brevity of this letter - we are dealing with many enquiries about D&D, AD&D, Top Secret and Gamma World in particular, so time is short. Please let me know if you want more information.

Best wishes and good gaming!

Jon Pumbu

P.S. I know you have done some design work in the past - have you any current ideas for new games or modules? Please let us know - we are always interested in new designs.

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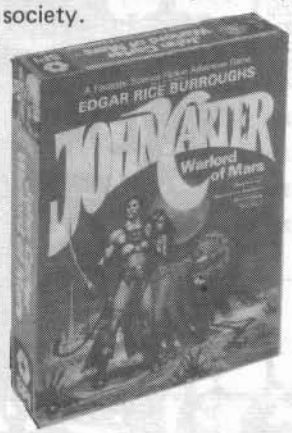

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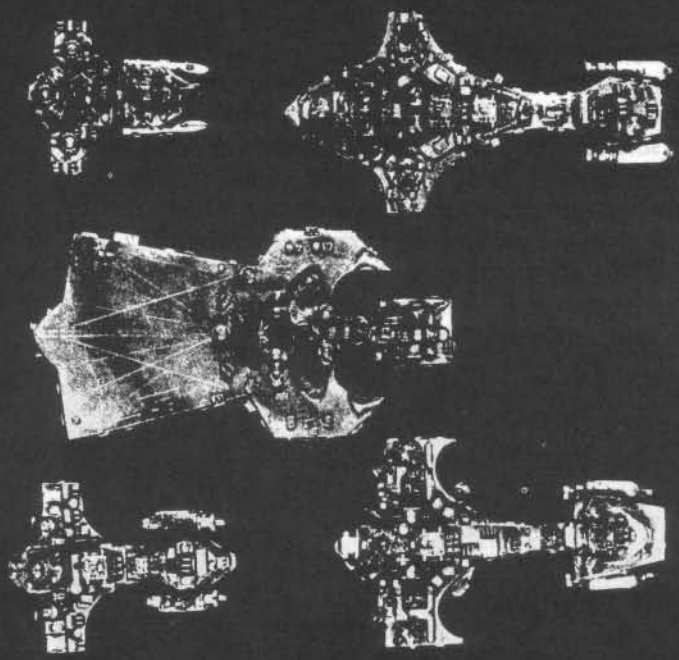

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WHITE DWARF

Issue No. 19

Newcomers to the hobby of adventure gaming, after buying a copy of *White Dwarf* are often keen to buy all the back issues for their collection. Unfortunately, many of the earlier issues are out of print, and these days it is uneconomical to reprint. (In fact, due to recent increased printing costs, we have been forced to raise the price of *White Dwarf*, but have added four extra pages with this issue.)

In an effort to help those people who are without those early issues, we have decided to publish two *White Dwarf* compendiums. One will be entitled *The Best of White Dwarf Articles*, and the other, *The Best of White Dwarf Scenarios.* These will be published sometime in the autumn.

Looking towards future issues of *White Dwarf*, please note that we are always ready to receive material and artwork from outside contributors. We are not stupid enough to think that we know everything there is to know about SF/F games, and hope that budding authors will send in articles, scenarios, and ideas.

Ian Livingstone

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CRIMINALS

An alternative livelihood for Travellers

by Trevor Graver

In *Traveller* the armed forces of the galaxies are covered in great detail, but what about the people who escape the draft and turn to crime for a living? This article aims to bridge the gap and expand part of the 'Others' section of the *Traveller* rules.

To become a criminal, you must escape the draft into the armed forces by rolling 6 or less on 2D6; DM's: 1 Education 5 or less; 2 Social 5 or less.

Failing this roll means that the authorities have traced the individual and drafted them into a service. (NB: it is still possible to get drafted into the 'Others', but the character cannot use these tables and must use the book 1 tables, and he must serve out his time.)

If enlisted into the criminal world, roll 1D6 to determine the type of activity:

1: Pirate
2: Thief
3: Thug
4: Assassin
5: Con Man
6: Player's Choice

When criminal type is known consult the list below to find the basic skills for the appropriate criminal type (CT). Learning these takes 1 year.

Pirate: Gun Cbt–1; Streetwise–1
Thief: Recon–1; Streetwise–1
Thug: Brawling–1; Streetwise–1
Assassin: Disguise–1; J–O–T–1
Con Man: Liason–1; Forgery–1

After basic skillls are noted, the character must serve all terms of crime in the same service, unless he goes to prison in which case when he comes out he may Cross-Train in another CT. This means that he may change CT and use another CT table to roll criminal activities on.

Each term has 4 yearly types of criminal activity, basic training is the 1st year in the 1st term. For resolution of the other years roll 2D6 for each year on Table 1 below:

Table 1: CRIMINAL ACTIVITY TABLES

Die Roll	Pirate	Thief	Thug	Assassin	Con-Man
2	Going Straight	Going Straight	Going Straight	Going Straight	Going Straight
3	Battles	Fugitive	Battles	Fugitive	Crimes
4	Crimes	Lying Low	Battles	Lying Low	Fugitive
5	Lying Low	Lying Low	Crimes	Battles	Lying Low
6	Crimes	Crimes	Lying Low	Crimes	Crimes
7	Crimes	Crimes	Crimes	Battles	Crimes
8	Crimes	Crimes	Lying Low	Lying Low	Crimes
9	Lying Low	Crimes	Battles	Crimes	Lying Low
10	Lying Low	Lying Low	Crimes	Lying Low	Crimes
11	Fugitive	Battles	Fugitive	Lying Low	Battles
12	Battles	Fugitive	Fugitive	Fugitive	Fugitive

CRIMINAL ACTIVITY SUBTABLES

Numbers in Parentheses mean Reversed Results e.g. Lose Rep etc.

PIRATE

	Battle	Crimes	Fugitive	Lying Low	Going Straight
Survival	6+	5+	6+	4+	3+
Record	6+	9+	10+	11+	(9+)
REP	8+	8+	None	11+	(8+)
Skills	5+	6+	10+	None	10+

DM's for Survival: +1 INT 8+; +1 Streetwise 3+

THIEF

	Battle	Crimes	Fugitive	Lying Low	Going Straight
Survival	7+	5+	5+	4+	2+
Record	9+	9+	10+	11+	(8+)
REP	9+	8+	None	12+	(9+)
Skills	7+	5+	12+	None	10+

DM's for Survival: +1 if CT Skill 3+; +1 if INT 9+

THUG

	Battle	Crimes	Fugitive	Lying Low	Going Straight
Survival	6+	5+	4+	4+	3+
Record	8+	8+	9+	10+	(9+)
REP	10+	10+	None	12+	(10)
Skills	5+	6+	9+	8+	10+

DM's for Survival: +2 if Streetwise 3+

ASSASSIN

	Battle	Crimes	Fugitive	Lying Low	Going Straight
Survival	4+	6+	4+	5+	2
Record	8+	9+	8+	10+	(11+)
REP	10+	10+	None	12+	None
Skills	5+	4+	11+	10+	12+

DM's for Survival: +1 INT 10+; +1 if CT Skill 3+

CON-MAN

	Battle	Crimes	Fugitive	Lying Low	Going Straight
Survival	6+	4+	6+	4+	3
Record	9+	9+	9+	12+	None
REP	10+	8+	None	None	None
Skills	3+	5+	11+	None	10+

Crimes: Crimes are those appropriate to CT.
Going Straight: Trying to give up the life of crime. The character immediately rolls 2D6 again: 10+ he will go straight and lead a normal life, getting a job etc. He will spend all of his remaining years in a good job. This means that he rolls on the Criminal Activity Subtables only until he leaves the service. Less than 10 and he goes straight for that year only and then rolls on Table 1 for the subsequent years as normal.
Battles: The character is involved in fights, gunbattles, car chases, sometimes even space battles with customs/rival gangs/police/etc.

Fugitive: The character is on the run and may sometimes have to escape by leaving the planet.
Lying Low: The character has been subject to scrutiny by the authorities and has to keep a low profile to shake off 'the heat'.

Now to determine the results of each activity for each year, roll 2D6 on the appropriate Criminal Activity Subtables for each of the following:

Survival: Any criminal activity has some danger of injury or arrest. If the dice roll (including DMs) exceeds the number needed, the criminal has escaped arrest. A number 1 less than or equal to the number needed means that the character has been arrested and will be sent to prison on a 2D6 roll of 9+; DMs +1 per previous arrest, or conviction. (1st arrest automatically gives 1 EP, (see below). Less than that and he has been killed.
Record: Any criminal activity will leave some sort of evidence, finger-prints retina-prints, hair etc. If the number needed is rolled, then the authorities have 1 evidence point against the character, (EP's) a number higher than needed gives EP's equal to the amount the dice roll exceeded the number. E.g. The number needed is 8+, if the dice roll is 12, the character has 4 EP's on his record.
Rep: Certain activities give the criminal a reputation, and will move him deeper into the web of corruption. A high rep means that the criminal will be accepted by other criminals easier. It may even help him gain skills.
Skills: If the number needed is rolled the criminal has gained a skill. Skills are rolled for on the appropriate CT Table or the Criminal Life Table (See Table 2) but the player must state which before the dice are rolled. Criminals who go to prison may gain skills, roll 2D6 per 3 years in prison: 8+ and a skill has been gained. This is rolled on the Prison Skill Table. Ex-criminals roll on the Ex-criminal Table.

Table 2: SKILLS

Criminal Life	Pirate	Thief	Thug
1 +1 Stren	1 Forgery	1 Locksmith	1 Recruiting
2 Gambling	2 Ships Tactics	2 Recon	2 Brawling
3 Brawling	3 Ships Boat	3 Streetwise	3 Recon
4 Streetwise	4 Gun Combat	4 Bribery	4 Gun Cbt
5 Blade Cbt	5 Engineer	5 Vehicle	5 Streetwise
6 Liason	6 Bribery	6 Gambling	6 Interrogation
7 +1 Endur	7 Streetwise	7 Demolition	7 −1 Social
8 +1 Dext	8 Gunner	8 Gun Cbt	8 Gun Combat
9 Vehicle	9 Engineer	9 Interrogation	9 Brawling
10 J-O-T	10 Blade	10 Mechanics	10 Unarmed Cbt
11 Gun Cbt	11 Vacc Suit	1 Electronics	11 Vehicle
12 Lockpick	12 Pilot	12 Streetwise	12 Blade

Assassin Skills	Con-Man	Prison	Ex-Criminal
1 Disguise	1 Computer	1 +1 Stren	1 Vehicle
2 Demol	2 Forgery	2 +1 Stren	2 Mechanics
3 Gun Cbt	3 Disguise	3 +1 Endur	3 +1 Social
4 Forgery	4 Electronics	4 +1 Endur	4 Vehicles
5 Vehicle	5 Liason	5 +1 Dext	5 Steward
6 +1 Dex	6 Gun Cbt	6 −1 Social	6 Hunting
7 J-O-T	7 Bribery	7 −1 Social	7 Admin
8 Electronics	8 Gambling	8 Steward	8 Commo
9 Unarmed Cbt	9 Streetwise	9 Streetwise	9 Medical
10 Recon	10 Forgery	10 Brawling	10 Gravatics
11 Tactics	11 Commo	11 Brawling	11 Pilot
12 J-O-T	12 Computer	12 Cross-Training	12 Computer

Prison Terms
If a criminal is sentenced to prison, add up the EP's on his criminal record and see how long he is sentenced for:

1 EP: The character may turn stool pigeon, roll10+, if so he is given surgery and set free. If any years remain in his term he uses the lie low chart, and any arrest result means that he has a contract out on him. Death also means that he has a contract out on him, but it has been successfully carried out!
2 EPs: 1 year in prison.
3–5 EPs: 3 years in prison.
6–9 EPs: 6 years in prison.
10–15 EPs: 10 years and rehabilitation. (Lose 1 skill level in non-combat criminal skills, E.g. Streetwise, Forgery, Bribery etc.
16+ EPs: Vapourisation . . . . . DEATH!!!

Re-enlistment
Throw 5+; DMs +1 per Rep level (Rep–6 gets +6) −1 per year 'straight'.

Mustering Out
Use the normal Money Benefit Table as bk 1, but substitute Table 3 below for material benefits.

Table 3: MUSTERING OUT

1 Low Passage
2 +1 Intel
3 +1 Educ
4 Tools
5 Vehicle
6 High Passage
7 Vehicle
8 Surgery

DM's: 1+ REP 3+; +2 REP 6+

Tools: A set of burglar s tools, electronux (electrified knuckle-duster for a heavy), a forgery kit, or an assassin's weapon (a gun he has expertise in, complete with carrying case, sights folding stocks etc.) appropriate to CT.
Surgery: The criminal has surgery (normally costing 30,000cr) from a 'discrete' surgeon, which changes his appearance.
Wheels: An old term meaning getaway vehicle, the criminal receives any vehicle listed in the vehicle skill section of *Mercenary* (Not *High Guard*).

CRIMINAL RANKS TABLE

Rep 1: Suspected Criminal
Rep 2: Criminal
Rep 3: Known Criminal
Rep 4: Galactic Enemy 50*
Rep 5: Galactic Enemy 30
Rep 6: Galactic Enemy 20
Rep 7: Galactic Enemy 10
Rep 8: Galactic Enemy 5
Rep 9: Galactic Rat (Steel) 2
Rep 10: King Rat (Stainless Steel) 1

**GEN:* Galactic Enemy Number, this number is the number of 'O's that follow the criminal rank E.g. GEN 5 = 100000, that is, any number between the GEN and the next lowest number.
Skills Gained Through Rank: Rp 3: Streetwise; Rp 5: Forgery; Rp 9: Computer

Bounty
To find how much a criminal is worth, subtract his GEN from 51 and multiply this by his criminal record times 1000 Cr.

New Skills
Disguise: This skill gives the ability to change one's appearance, for a certain amount of time, to a certain extent.
Basic Chance: throw 8+ (DM's: +1 per level of expertise; −1 per 2 hours of having the disguise on without touching up the disguise – make the basic throw again +DM's).
DM's for extent of the disguise depend on the situation and are up to the Referee. E.g. If a male wookie wants to pass himself off as a female belly dancer from earth, he loses 3pts of INT.

Failure to make a disguise roll means that suspicion may arise if the situation dictates. E.g. In a bank raid the criminal has knocked out the manager and attempts to disguise himself as the bank manager. Roll 1st to see if any notice is taken of the character, roll on the reaction table, a negative response or worse indicates that someone may realise the manager is not acting normally, DM's to the reaction roll +1 if Recon Skill 2 or more (because the character may have studied the bank manager before the raid). Then roll to see if the disguise works with DM's for how long the person took putting the disguise on etc.
U A Combat: This skill gives a +1 to all damage done with hands or feet in hand to hand combat: per skill level.
Lockpick: This skill aids in picking any type of lock when using the lockpick kit. DM's: −1 per skill level (see bk 3 page 15).

A regular feature of new and interesting monsters edited by **Albie Fiore.**

THE FIEND FACTORY

Many readers have written requesting more low level monsters, so this issue *Fiend Factory* features a selection of minor monsters, most of which have interesting possibilities. The *Monstermarks* for each are calculated according to *AD&D*, but, for those readers still using the original system, the difference is rarely enough to cause any change in the actual level of the monster.

COMPATH

by Andy Wouldham

No. appearing:	**1 (occasionally 2)**
Armour class:	**10**
Movement:	**12"**
Hit Dice:	**1D8**
Treasure:	**Silver only**
Attack:	**2 claws (½ point each) plus special**
Alignment:	**Neutral**
Intelligence:	**Low**
Monstermark:	**36 (level 1 in 12 levels)**

This 1' tall creature lives in regions of mild climate, dwelling largely underground and venturing out onto the surface only at night, if at all. They are suited to living in darkness and any strong light source can cause them to become confused and helpless until they can escape it.

They will not physically attack anything unless they are cornered and all psionic defenses are exhausted or proven useless, in which event they will lash out with their tiny front claws. They have psionic ability of 101–200 and attack/defense modes of A,D/F,G,H. It is thus not their combat ability which is cause for concern, they are more feared for their unusual feeding habits.

On encountering living creatures which show emotional feelings or responses the empipath begins to radiate an aura, (radius 3") which can affect from 2–8 individuals. Those persons unfortunate enough to be affected become uncontrollably emotional, the emotion in them which was most dominant at the time of the encounter being boosted beyond all proportion. (E.g. Dregg the Dwarf and Edmund the Gnome are the best of friends, having come through some pretty tough times together. Yet on that particular morning Dregg was feeling slightly annoyed at Edmond, having lost to him at cards the previous night. Then suddenly Dregg becomes incredibly violent and in a fit of uncontrolled hatred proceeds to stab his friend in the back). A saving throw vs magic negates the effect of the empipath's aura as regards the individual, but it should be noted that the more emotional the individual is to begin with, the greater the likelihood of him succumbing to the effects. The empipath feeds by absorbing the violent energies released by the affected individuals and those around them as they try to cope with their toubles.

Empipaths are very difficult creatures to find as they can hide in shadows and move silently as a 14th level thief.

Empipaths are small four legged creatures with large black eyes and silver-grey fur. They have no tail and possess tiny claws only on their front paws, they do not possess a mouth. They speak and understand no languages and communicate with each other by body movements and chemical secretions.

It should be noted that they are unable to use their emotion boosting talents whilst under attack and/or being forced to run or defend themselves.

Comments: A record low *Monstermark*, but despite that, this small beast still has considerable potential. It could only really be used in games where the players are genuinely role-playing otherwise the DM would have some problems distinguishing between the players' and their characters' emotions.

STORM BITER

by Simon Eaton

No. appearing:	**3–18**
Armour class:	**5**
Movement:	**21"**
Hit Dice:	**3D8+1**
Treasure:	**Nil**
Attack:	**Special**
Alignment:	**Neutral**
Monstermark:	**15.79 (level II in 12 levels**

These are non-corporeal life forces burned into the sands of hot deserts. Normally they are completely harmless but sandstorms stir them up and cause them to become active. When this occurs they appear as a mass of sand grains co-ordinated into a humanoid form. They automatically cause mules to bolt. Only silver or magic weapons affect them. *Sleep* spells only have a 30% chance of causing a stormbiter to calm down.

Earth elementals can exert full control over stormbiters.

There is a 10% chance per level that a druid can dispel a stormbiter.

If a stormbiter scores a hit, roll a D10 to determine the result: if the roll is 1–6 then that amount of damage is given; 7 or 8 then the victim is blinded by flying sand for 2 melee rounds; 9 or 10 then the victim has been stung by sand in weapon (1–4) or shield (5–6) hand. He must save vs dragon breath or else the object in indicated hand is torn from his grasp; swept away and probably lost in the sands.

Comments: A wilderness monster, but one that could be used underground in sand filled rooms or sealed in an urn to guard treasure.

UNDEAD HORSES

by John Webster

	Skeletal	**Zombie-Like**
No. appearing:	**2–20**	**2–16**
Armour class:	**6**	**7**
Movement:	**15"**	**7"**
Hit Dice:	**2D8**	**3D8**
Attacks:	**2 hooves (1–4 each) and bite (1–2)**	**2 hooves (1–6 each) and bite (1–3)**
Alignment:	**Neutral**	**Neutral**
Intelligence:	**Non-**	**Non-**
Monstermark:	**16.71 (level II in 12 levels)**	**20.48 (level III in 12 levels)**

These animated corpses of horses can be used as steeds by skeletons or zombies (each of which ride only the appropriate type). Mounted skeletons cannot carry more than 50 g.p. weight of equipment; mounted zombies no more than 75 g.p. All special characteristics, attributes and defences of skeletons and zombies apply to that particular type of undead horse.

Normal horses are afraid of undead horses. A saving-throw against *fear* must be made for them to attack either sort. Mules are worse. When in sight or smell of undead horses they must save against *fear* or turn and run. If the holder has 14+ strength, the mule's saving throw is at +2. If there is no holder, i.e. a mule trained to follow or pushed along between the ranks, the mule's saving throw is at −2.

Clerics turn the skeletal horse as a zombie and the zombie horse as a ghoul.

Comments: Very staightforward creatures that have featured regularly in fantasy but for which no statistics have appeared. I would suggest, however, that the horses be turned as skeletons and zombies to avoid confusion when they bear a rider. Incidentally, the *Monster Manual* does not state that the undead skeleton is a human one, so presumably it could be that of any creature, and *all* should have the same statistics.

WEREFOX

by John R. White & Robert Watson

No. appearing:	**1**
Armour class:	**6**
Movement:	**12"**
Hit Dice:	**3D8**
Treasure:	**C, T**
Attack:	**1–4 bite plus special**
Alignment:	**Chaotic Neutral/ Evil**
Intelligence:	**Exceptional**
Monstermark:	**51.43 (level IV in 12 levels)**

The werefox is one of the rarest forms of lycanthrope. It will inhabit virtually any type of terrain, though they typically make their lair in hillsides or disused graveyards. There is a 50% chance of 1–4 young in the lair.

They are generally sly and mischievous, but they especially hate and seek to dupe or kill (alignment influencing) lawful priests, and to burn down temples. 'Old' and 'ancient' foxes are usually above such tricks. An 'old' fox is over 500 years old and has 4D8 hit dice and armour class 5; an 'ancient' fox is over a 1000 years old with 5D8 and armour class 4. When a werefox is encountered, roll a D12. 1 or 2 and it is an 'old' fox; 3 and it is an 'ancient' fox.

In its human shape, the werefox appears as a beautiful woman; in its animal form as a bipedal fox or as a true fox. Since the true fox form enables the creature to run at 18", it will revert to this form to flee.

They have full control over their form and are not affected by the state of the moon. Wolfsbane has no effect on them nor is it of use in attempting to cure this form of lycanthropy. However, the sound of or presence of a hound will force them to assume their animal form, as the two species hate each other. Reflections show their animal form and lawful good clerics have a 10% cumulative chance per level of sensing a yellow aura over the creature's head. 'Old' and 'ancient' foxes are immune to all these methods of detection, but hounds will attack them on sight, though they remain in human form.

The werefox's main method of attack is not physical combat, since it is weak in this respect, but by magic. All werefox's have spells and magic use as a 3rd level illusionist; 'old' foxes have fifth level skill and 'ancient' foxes have 7th level skills. Any scrolls found in a werefox's hoard will contain only such spells as are usable by illusionists. All werefoxes can *detect good* while 'old' and 'ancient' foxes can continually use a *protection from good* spell. In addition, an 'ancient' fox has a permanent *charm person* spell when in female form.

They are fond of illusory tricks. A typical 'trick' would be to make a cave littered with decaying offal appear as a palace and banquet.

Werefoxes are highly adept at pursuing their prey stealthily, and can move silently and hide in shadows as a thief of level equal to their number of hit dice. When hunting, whether for treasure or food, they will attempt to work illusory magic from a distance, singling out the weakest or most befuddled member, and then attack, usually from behind. If there is no chance of surprise, they will use human guise to gain the party's trust until an opportunity for a secret attack presents itself.

As with other lycanthropes, the werefox is immune to all but magical attacks and silver or magical weapons.

Many legends tell of powerful mistresses who were actually werefoxes.

Comments: The first lycanthrope to appear in *Fiend Factory*, and an interesting low level one, although the 'old' and 'ancient' foxes would be much tougher. Two different contributors both submitted a werefox based on the Oriental Fox. Since both were worthy of inclusion, and both had different features, I took the liberty of combining the two.

DARKHAWK

by James Meek

No. appearing:	**1**
Armour class:	**4**
Movement:	**30"**
Hit Dice:	**2D8+2**
Treasure:	**None**
Attack:	**See below**
Alignment:	**Neutral**
Intelligence:	**High**
Monstermark:	**Not applicable (suggest level II in 12 levels)**

The darkhawk appears as a skeletal black falcon with luminescent green eyes. It seldom alights to earth, perching only on bare rock if it does, since should it touch any living thing it will turn instantly to dust (it is undead and accordingly affected by spells). It can cast *fear* on individual creatures from 20", *darkness 15' radius,* or create the *illusion* of a huge flock of (100) black ravens. But its most potent weapon is the beam of green light it can shoot from its eyes once every melee round, from a distance of up to 15". This has the following effects: clerics with wisdom 12 or over must save against paralysis or be sent into a coma for 1–100 days; clerics with wisdom under 12 must save against paralysis or die. If they make their saving throw, they will suffer as above; phials of holy water will burst into hellish green flame, with damage similar to that of a flask of oil; holy symbols must save against *fireball* or explode as one; and any item connected with religion or worship, altars, maces of *disruption,* clerical tomes, particularly important segments of temples, etc., must save against *crushing blow* or disintegrate.

Unusually for undead, the darkhawk prefers day to night. It has no infravision, although it possesses incredibly acute eyesight. It glides above the clouds by moonlight at night. It normally exists as a servant of a demon, devil or lich, acting as an agent against some religion or a scout (it can be used as a 100% effective telepathic crystal ball relay).

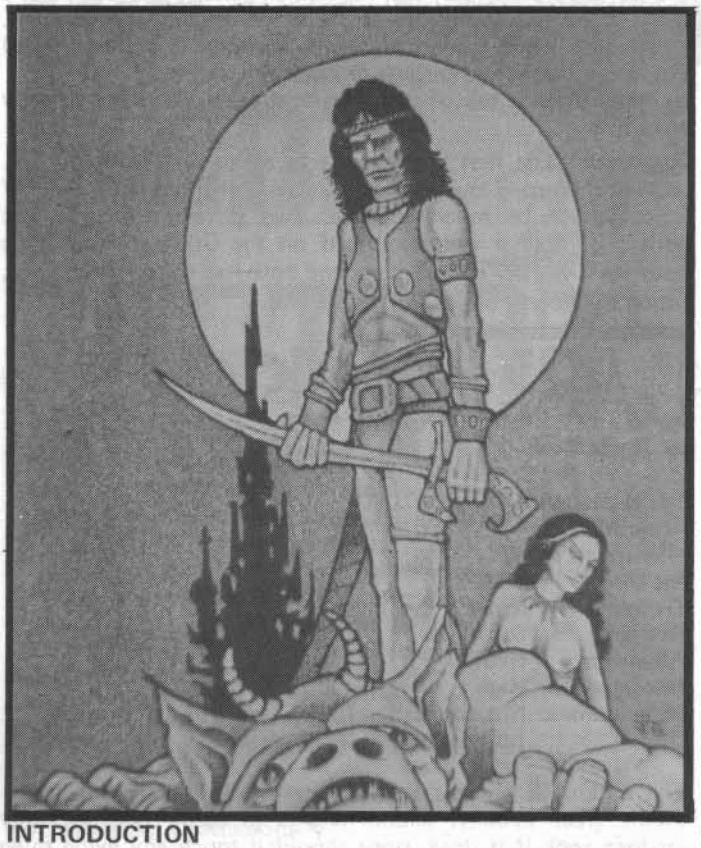
Comments: A monster that can cause consternation from a distance; an obvious target for missile fire. Although the author states that the creature is 'undead', he omits any effect a cleric may have on it. I would suggest it be inserted on the *Clerics vs. Undead* Table between Ghouls and Shadows.

I have some plans for occasional *Fiend Factory* special features, one of which will be coming up next issue. In the meantime, if you have any views on what kind of thing you would like to see in the Factory, or any other comments, send them in. And don't forget to keep those monsters rolling in.

JORTHAN'S RESCUE

a Runequest mini-scenario

by Stephen R. Marsh & John T. Sapienza, Jr.



INTRODUCTION

This adventure takes place somewhere in the hills off the trail between Boldhome and Pavis Rubble. The rich noble Jorthan was captured by trollkin, who demand a ransom of 5,000 lunars. His wife, Ilessa, has hired the party to rescue him. She will pay 2,000 lunars for his safe return, or 1,000 lunars for his body.

START

Approach to the trollkin lair is through rolling hills from the east. To the right is a burnt out ruin, about a month old, another burnt out ruin to the left, both partway up their respective hills, and between them is a spikewall of pointed logs about a decimeter in diameter, two meters tall, and with 3 decimeter spacing between the logs. There is a two meter gap in this wall, on the left side. The trollkin main house is barely visible through the wall. Unless the party detect hidden object successfully, they will not see the trollkin guardposts (A & B) on the two hills. If they go through this wall, both will attack at once. If they go round to either side, the guards on that side will attack at once, followed ten rounds later by the others. Roll 1D6; on a roll of 1 someone was smart enough to run to the main house for help. The occupants of the guardposts are:

POST A:

TEENY

RACE: Trollkin SEX: Male — L 2/4 R
STR: 8; INT: 12; POW: 15; — 2/3 2/5 2/3
CON: 10; DEX: 14; CHA: 10; SIZ: 6 — 2/4
MOVE: 5 — 2/4 2/4
DEFENSE BONUS: 20% — TOTAL HPS 10
WEAPONS:
DH Spear: SR3; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
Sling: SR1; Dam: 1D8; Att: 15%
SPELLS: Disruption; Healing 1
ABILITY: Hear Noise 35%

TINY

RACE: Trollkin SEX: Male — L 2/3 R
STR: 12; INT: 8; POW: 8; — 2/2 2/4 2/2
CON: 8; DEX: 12; CHA: 10; SIZ: 7 — 2/3
MOVE: 5 — 2/3 2/3
DEFENSE BONUS: 5% — TOTAL HPS 8
WEAPONS:
DH Spear: SR3; Dam: 1D10+BV2; Att: 30%; Par: 30%; HP:15
1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 25%; HP 15
SHIELD:
Small: Par: 20%; Arm Pts: 8
ABILITY:
Hear Noise 30%

POST B:

UGLY

RACE: Trollkin SEX: Male — L 1/4 R
STR: 16; INT: 13; POW: 13 — 1/3 1/5 1/3
CON: 10; DEX: 13; CHA: 3; SIZ: 9 — 1/4
MOVE: 5 — 1/4 1/4
DEFENSE BONUS: 10% — TOTAL HPS 10
WEAPON:
1H Spear: SR5; Dam: 1D6+1; Att: 35%; HP 15
SHIELD: Medium; Par: 40%
SPELLS: Fireblade (4)
ABILITY: Hear Noise 40%

NERFLE

RACE: Trollkin SEX: Male — L 2/4 R
STR: 10; INT: 9; POW: 12 — 2/3 2/5 2/3
CON: 11; DEX: 10; CHA: 12; SIZ: 10 — 2/4
MOVE: 5 — 2/4 2/4
WEAPONS: — TOTAL HPS 11
Short Sword: SR6; Dam: 1D6+1
Main Gauche: SR7; Dam: !D4+1
DH Spear: SR3; Dam: 1D10; Att: 35%; Par: 30%; HP15
ABILITY: Hear Noise 30%

POST C:

SNERD

RACE: Trollkin SEX: Male — L 3/5 R
STR: 10; INT: 10; POW: 4 — 3/4 3/6 3/4
CON: 15; DEX: 14; CHA: 9; SIZ: 9 — 3/5
MOVE: 5 — 3/5 3/5
WEAPONS: — TOTAL HPS 11
DH Spear: SR5; Dam: 1D10; Att: 15%; Par: 20%; HP: 15
Light Mace: SR8; Dam: 1D6; Att: 15%; HP10
Sling: SR2; Dam: 1D8; Att: 25%
SHIELD: Small; Par:25%; Arm Pts: 8
SPELL: Countermagic 1
ABILITY: Hear Noise 25%

SNOFF

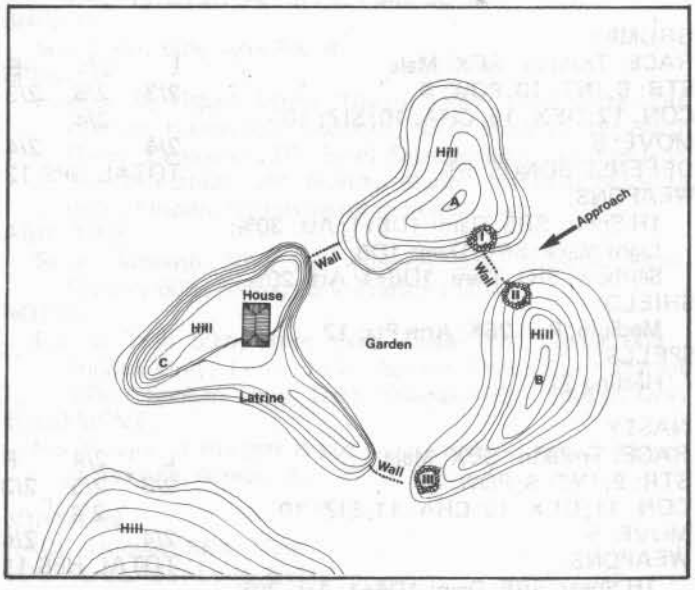
RACE: Trollkin SEX: Male — L 3/5 R
STR: 11; INT: 11; POW: 7; — 3/4 3/6 3/4
CON: 13; DEX: 14; CHA: 8; SIZ: 10 — 3/5
MOVE: 5 — 3/5 3/5
DEFENSE BONUS: 5% — TOTAL HPS 13
WEAPONS:
DH Spear: SR4; Dam: 1D10; Att: 25%; Par: 25%; HP: 15
Light Mace: SR7; Dam: 1D6; Att: 30%; HP: 10
Sling: SR1; Dam: 1D8; Att: 30%
SHIELD: Small; Par: 30%; Arm Pts: 8
SPELL: Disruption
ABILITY: Hear Noise 30%

The trollkin main house is a two storey, greenwood building partially set into the hillside. It has only one door, and its

only windows are arrowslits. It has a roof of sunhardened clay tile.

Jellessa's party (see Room 7) raided the trollkin bandits a month ago, and all but she were killed. In ruin I lurks her once-bound 10 point, INT 7 spirit waiting to possess a body. It knows *mobility* and *xenoheal 2*.

All three ruins (I, II, and III) contain burned bones of both humans and trollkin.



TROLLKIN MAIN HOUSE

Room 1: Only entrance to house. There are stairs going up and down, and two obvious doors, one on N wall and one on W wall. The door is wood bound in bronze, and can be barred, but isn't. It contains Sleepy the trollkin guard, whose spear is leaning on the door. It will fall and wake him if door is opened. Also, any noise in this room will travel up and down stairs, alerting the others. The trollkin upstairs will wait for arrow shots before charging down (they're on guard duty upstairs), but the ones downstairs will come running. Also in this room are Angry and Balky, the mules, with 4 saddlebags and 15m of rope.

SLEEPY
RACE: Trollkin SEX: Male L 2/6 R
STR: 12; INT: 12; POW: 16; 2/5 2/7 2/5
CON: 16; DEX: 16; CHA: 12; SIZ: 9 2/6
MOVE: 5 2/6 2/6
DEFENCE BONUS: 5% TOTAL HPS 16
WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 35%; Par: 30%
1H Spear: SR5; Dam: 1D6+1+BV2; Att: 35%; Par:30%
SPELL:
Countermagic 1

ANGRY
RACE: Mule L –/4 R
MOVE: 12 –/4 –/5 –/4
DEFENCE BONUS: 10% –/4
WEAPON:: –/4 –/4
Kick: SR7; Dam: 2D6; Att: 25%; TOTAL HPS 12
NOTES:
Will kick only if approached rapidly.

BALKY
RACE: Mule L –/4 R
MOVE: 12 –/4 –/5 –/4
DEFENCE BONUS: 10% –/4
WEAPON: –/4 –/4
Kick: SR7; Dam: 2D6; Att: 25% TOTAL HPS 12
NOTES:
Will kick only if approached rapidly.

Room 2: The eating room. Contains the dark troll Shamus, leader of the trollkin, and Clumsy and Thinker, both trollkin. Shamus and Thinker are talking, and Clumsy is cooking. There are several tables and a stove with a meal started. There are two heavy crossbows at the arrowslits in this room, detachable. There is some chance they will hear a disturbance in the other room; they notice on a roll of 1 on a D6 when the party first enter, and on a roll of 1–3 when the trollkin run up from the basement.

SHAMUS
RACE: Dark Troll SEX: Male L 4/6 R
SOCIAL CLASS: Bandit Chief 6/5 6/7 6/5
STR: 15; INT: 15; POW: 18; 6/6
CON: 15; DEX: 14; CHA: 16; SIZ: 15 6/6 6/6
HANDEDNESS: Right TOTAL HPS 17
MOVE: 6
STRIKE RANK BASE: 3(1 SIZ + 2 DEX)
DEFENCE BONUS: 0%
WEAPONS:
Maul: SR4; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 40%; HP: 15; Fum: 98+%
Heavy Mace: SR6; Dam: 1D8+1D4; Att: 30%; Crit: 1%; Par: 20%; HP: 20; Fum: 97+%
Heavy Crossbow: SR2; Dam: 1D12; Att: 30%; Crit: 1%; Fum: 7%
SHIELD:
Medium; Par: 30%; Arm Pts: 12
SPELLS:
Bludgeon 2; Countermagic 2; Detect Gold 1; Glamour 2; Multimissile 2; Speedart 2; Healing 2
ABILITIES:
Sense Ambush 50%; Set Ambush 65%; Eval. Treas. 50%; Oratory 50%
NOTES:
Speaks Sartar 30%; Lunar 30%; Pavis Trade 50%
EQUIPMENT:
Has a 2pt power crystal and 4 wheels in his pocket; wearing scalemail and padding and an open helm.

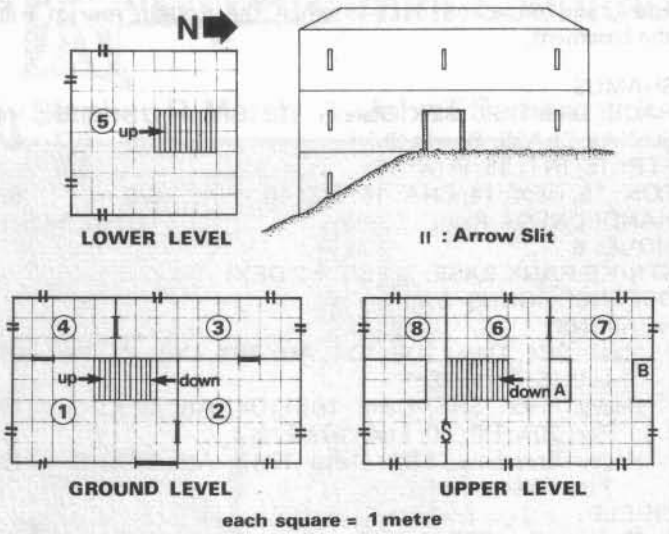
THINKER
RACE: Trollkin SEX: Male L 1/4 R
STR: 11; INT: 16; POW: 12 1/3 1/5 1/3
CON: 11; DEX: 12; CHA: 14; SIZ: 10 1/4
MOVE: 5 1/4 1/4
WEAPONS: TOTAL HPS 11
Carving Knife: SR7; Dam: 1D6; Att: 25% HP: 10
Club: SR6; Dam: 1D6; Att: 30%; HP: 20
Thrown Plate: SR3; Dam: 1D2; Att: 20%
SHIELD:
Small (Chair): Par: 15%; Arm Pts: 5
SPELLS:
Healing 4; Darkwall; Disruption
NOTES:
Speaks Pavis Trade 60%; Storm Tongue 40%

CLUMSY
RACE: Trollkin SEX: Male L 1/4 R
STR: 12; INT: 12; POW 8 1/4 1/5 1/3
CON: 11; DEX: 3; CHA: 15; SIZ: 8 1/4
MOVE: 5 1/4 1/4
WEAPONS: TOTAL HPS 10
Meat Cleaver: SR6; Dam: 1D8; Att: 15%; HP: 15
Pot Full of Stew: SR3; Dam: 1D6; Att: 20%;
Thrown Pan: SR3; Dam: 1D6; Att: 15%
SHIELD:
Small (Pot): Par: 15%; Arm Pts: 5
SPELL:
Glamour

Room 3: Storeroom. Its arrowslits are fastened shut. It contains weak beer and mouldy bread and cheese. Half a goat is also here. There are some half-fletched arrows at the south end, and at the middle of the west wall is a sack, half empty, of seed grain worth 10 lunars a kilo. There are 20 kilos salvageable. ►

JORTHAN'S RESCUE

TROLLKIN MAIN HOUSE



Room 4: Strawroom for mules. A dark, dank room with a pile of loose straw and some horseshoes. A very small gorp hides in the straw: 10 hit points, 9 power points, does 1D6/hit.

Room 5: Common sleeping room for the trollkin. Contains Winner, Loser, and Fool, who are gambling with dice worth 5 lunars, and have 50 lunars in piles on the middle of the floor. There are 3 selfbows and 60 arrows racked on the walls, but no armour. It is a semi-basement to house.

WINNER
RACE: Trollkin SEX: Male — L 1/4 R
STR: 13; INT: 14; POW: 9 — 1/3 2/5 1/3
CON: 12; DEX: 12; CHA: 10; SIZ: 13 — 2/4
MOVE: 5 — 1/4 1/4
DEFENSE BONUS: 5% — TOTAL HPS 12
WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 15%; Par: 20%; HP: 15
Shortsword: SR7; Dam: 1D6+1; Att: 30%
Selfbow: SR3; Dam: 1D6+1; Att: 25%
SHIELD:
Medium: Par: 20%; Arm Pts: 12
SPELLS:
Healing 1; Padding (2)

LOSER
RACE: Trollkin SEX: Male — L 1/4 R
STR: 10; INT: 6; POW: 15 — 1/3 2/5 1/3
CON: 11; DEX: 13; CHA: 12; SIZ: 10 — 2/4
MOVE: 5 — 1/4 1/4
DEFENSE BONUS: 5% — TOTAL HPS 11
WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 25%; Par: 20%; HP:15
Shortsword: SR7; Dam: 1D6+1; Att: 15%
Selfbow: SR2; Dam: 1D6+1; Att: 20%
SHIELD:
Medium; Par: 20%; Arm Pts: 12
SPELLS:
Countermagic 1

FOOL
RACE: Trollkin SEX: Male — L 1/4 R
STR: 11; INT: 4; POW: 11 — 1/3 2/5 1/3
CON: 11; DEX: 11; CHA: 11; SIZ: 11 — 2/4
MOVE: 5 — 1/4 1/4
DEFENSE BONUS: -10% — TOTAL HPS 11
WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 30%; Par: 20%; HP: 15
Shortsword: SR7; Dam: 1D6+1; Att: 20%;
Selfbow: SR3; 1D6+1; Att: 10%
SHIELD:
Medium: Par: 30%; Arm Pts: 12

Room 6: Guardroom upstairs in middle of upper floor. Contains Grumpy, Nasty, and Wimpy, all trollkin, with selfbows. They are on guard duty, and occasionally look out the arrowslits on each side. They will stay upstairs guarding the prisoners unless things get bad downstairs.

GRUMPY
RACE: Trollkin SEX: Male — L 2/4 R
STR: 9; INT: 10; POW: 9 — 2/3 2/5 2/3
CON: 12; DEX: 16; CHA: 10; SIZ: 10 — 2/4
MOVE: 5 — 2/4 2/4
DEFENSE BONUS: 5% — TOTAL HPS 12
WEAPONS:
1H Spear: SR5; Dam: 1D6+1; Att: 30%;
Light Mace: SR6; Dam: 1D6
Selfbow: SR1; Dam: 1D6+1; Att: 20%
SHIELD:
Medium; Par: 25%; Arm Pts: 12
SPELLS:
Healing 2

NASTY
RACE: Trollkin SEX: Male — L 2/4 R
STR: 9; INT: 9; POW: 4 — 2/3 2/5 2/3
CON: 11; DEX: 15; CHA: 11; SIZ: 10 — 2/4
MOVE: 5 — 2/4 2/4
WEAPONS: — TOTAL HPS 11
1H Spear; SR5; Dam: 1D6+1; Att: 30%
Light Mace: SR6; Dam: 1D6
Selfbow: SR2; Dam: 1D6+1; Att: 25%
SHIELD:
Medium: Par: 20%; Arm Pts: 12
SPELLS:
Countermagic 1

WIMPY
RACE: Trollkin SEX: Male — L 2/4 R
STR: 7; INT: 7; POW: 4 — 2/3 2/5 2/3
CON: 12; DEX: 12; CHA: 9; SIZ: 9 — 2/4
MOVE: 5 — 2/4 2/4
WEAPONS: — TOTAL HPS 12
1H Spear; SR5; Dam: 1D6+1; Att: 30%; Par: 25%
Light Mace: SR6; Dam: 1D6
Selfbow: SR3; Dam: 1D6+1; Att: 20%
SHIELD:
Medium: Par: 25%; Arm Pts: 12
SPELLS:
Countermagic 1

Room 7: Prisoner room. Door is trapped with deadfall with spikes, 40% chance of hit @2D4. Hits first one through; if party open door and wait a bit, it will fall without hitting anyone. Location %: D10: 1–2 L Arm, 3–5 Head, 6–7 R Arm, 8 Chest, 9 L Leg, 10 R Leg. Jorthan is tied to bed A. His flail and other property are in a pile next to it. Jellessa is on bed B; she is drugged and will sleep for 12 hours. She will teach +5% riding free to party if escorted to the pure horse (bastard) tribe. Hidden under bed A is a flask of 3 doses of blade venom 2, and under bed B a sack with 40 wheels, under a flagstone in floor. Jellessa's broadsword and other property are in a pile next to bed B.

JELLESSA TIGERBANE
RACE: Human SEX: Female — L –/6 R
SOCIAL CLASS: Barbarian — –/5 –/7 –/5
NATION & CULTS: Pure Horse Tribe; — –/6
Rune Priestess of Waha the Butcher — –/6 –/6
STR: 16; INT: 14; POW: 19; — TOTAL HPS 16
CON: 16; DEX: 17; CHA: 17; SIZ: 8
HANDEDNESS: Right
STRIKE RANK BASE: 3(2 SIZ + 1 DEX)
DEFENSE BONUS: 20%

WEAPONS:
Lance: SR4; Dam: 1D10; Att: 70%; Crit: 3%; Imp:17% HP: 15; Fum: 99+%
Halberd: SR3; Dam: 3D6; Att 50%; Crit: 2%; Imp: 12% Par: 50%; HP: 12; Fum: 98+%
Broadsword: SR5; Dam: 1D8+1; Att: 60%; Crit: 3%; Par: 30%; Fum: 98+%
Selfbow: SR1/7; Dam: 1D6+1; Att: 60%; Crit: 3%; Imp: 15%; Par: 5%; HP: 6; Fum: 98+%
SHIELD:
Small: Par: 60%; Arm Pts: 8
SPELLS:
Healing 6; Dispel Magic; Dispel Spirit; Demoralize; Disruption; Harmonize; Glamour; Spirit Binding; 1Pt Small Water Elemental; 1Pt Small Salamander (from Oakfed); 3Pt Divination; 3Pt Modify Moon (Makes it equal to dark of moon; returns weres to human form.)
ABILITIES:
Sense Ambush 50%; Set Ambush 50%; Climbing 30%; Oratory 60%; Riding 85%; Tracking 50%;
NOTES:
Follow Trail 50%; Read Pavis Trade 90%; Sartar 60% - Spoken Only; Lunar 15% - Spoken Only; Spirit Tongue 60% - Spoken Only; Dark Tongue 10% - Spoken Only
EQUIPMENT:
Her armour, if she gets it put on, is cuirbolli with one point of padding: Armour 4.

JORTHAN
RACE: Human SEX: Male — L —/5 R
SOCIAL CLASS: Lunar Noble — —/4 —/6 —/4
STR: 14; INT: 16; POW: 12 — —/5
CON: 14; DEX: 12; CHA: 12; SIZ: 14 — —/5 —/5
HANDEDNESS: Right — TOTAL HPS 15
STRIKE RANK BASE: 5(2 SIZ + 3 DEX)
WEAPONS:
Greatsword: SR6; Dam: 2D8+1D4; Att: 50%; Crit: 2%; Par: 50%; HP: 15; Fum: 98+%
1H Spear: SR6; Dam: 1D6+1+1D4; Att: 50%; Crit: 2%; Imp: 12%; Par: 20%; HP: 15; Fum: 98+%
Curved Flail: SR8; Dam: 1D8+1D4; Att: 50%; Crit: 2%; Par: 20%; HP: 12; Fum: 96+%
SHIELD:
Medium: Par: 50%; Arm Pts: 12
SPELLS:
Healing 4; Countermagic 3; Glamour; Disruption; Bladesharp 2
ABILITIES:
Eval. Treas. 80%
NOTES:
Speaks Lunar 95%; Dark 40%; Pavis Trade 60%;
Alchemist Associate; Guild Member. Is member of a trade family — they have a royal franchise.
EQUIPMENT:
His armour, if he gets it put on, is ringmail with one point of padding: Armour 5.

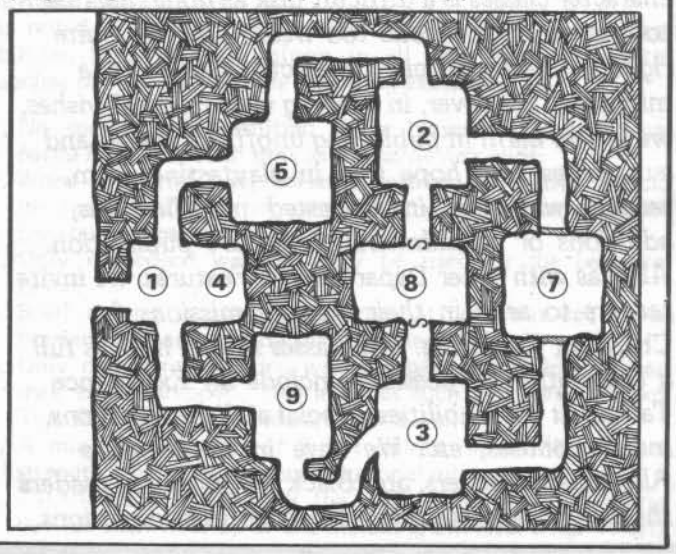
Room 8: Shamus's private quarters. The door is concealed, but poorly; +15% on detect hidden object. It contains a large bed, a decorative club, an extra coat of scale armour, a small brazier with warm coals, clothing, etc. It also contains Stilletto, the ogre who is Shamus's lover, and the brains of the outfit. She is wearing a necklace worth 600 lunars, and has a 2-point power crystal.

Hidden under loose flagstones in the floor are a flask with a sleeping drug (for mixing with victim's food), 2D4 doses good for 12 hours each, and a chest containing a snake (12 HP, 30% bite 1D4+1D6 blade venom, SR10, 30% defense) guarding 68 wheels and 3,200 lunars.

STILLETTO
RACE: Ogre SEX: Female — L 5/6 R
STR: 15; INT: 17; POW: 18; — 5/4 5/7 5/4
CON: 14; DEX: 16; CHA: 16; SIZ: 13 — 5/6
HANDEDNESS: Right — 5/6 5/6
MOVE: 7 — TOTAL HPS 16
STRIKE RANK BASE: 3(2 SIZ + 1 DEX)
DEFENSE BONUS: 0%
WEAPONS:
DH Club: SR5; Dam: 1D12+1D4; Att: 30%; Crit: 1%; Par: 30%; HP: 20; Fum: 97+%
Long Dagger: SR6; Dam: 1D6+1D4+BV2; Att: 50%; Crit: 2% Imp: 12%; Par: 30%; HP: 15; Fum: 98+%
SHIELD:
Small: Par: 30%; Arm Pts: 8
SPELLS:
Bladesharp 2; Detect Enemies 1; Disruption 1; Healing 5; Shimmer 2
NOTES:
Speaks Sartar 10%; Lunar 30%; Pavis Trade 60%; Alchemist Skill is blade venom 2; natural skin armour 5 is her chaotic power, plus dismiss elementals.
EQUIPMENT:
Has a 2 point power crystal, a necklace worth 600 lunars and a wheel and 50 lunars.
Wants to join cacodemon cult.
Has a vial of 3 doses of blade venom 2.
She wears no armour, and looks harmlessly unprotected (aside from her weapon).

ALTERNATIVE MAP FOR JORTHAN'S RESCUE SCENARIO
Or, 'How to run the same scenario twice with some of the same people and get away with it.'

This is set up to eliminate the initial fight with the trollkin guards in the first version, but to provide for two fights, one going in and one going out. The party gets a chance to sneak in and overcome Sleepy, the guard in the first cavern (Room 1 in the scenario key). If they fail, he'll flee in either direction (choose randomly), and the party can either chase him and take on the trollkin on that side only, or go the other way and get trapped between the trollkin on the side they went to and those on the other side, returning with Sleepy to deal with the invaders. Assuming the party is smart and chase Sleepy, they will fight their way into the first cave (5 or 9), which are trollkin sleeping rooms, each of which has three trollkin in (5 as described in the scenario, 9 with the first three from the guardposts). When the fight starts there, the inhabitants of the next room will come in (2 as described in the scenario, 3 as in the scenario, except it contains Stilletto and the remaining three trollkin from the guardposts). Note that rooms 2 and 3 have secret doors leading to room 8, which is Shamus's sleeping room as described in the scenario. Room 7 is the prisoners' room, as described in the scenario, with a door on each end that the party can open with the keys that Shamus and Stilletto have, or must force open. After the party has rescued the prisoners, they can go out the other door, or back the way they came (which is more likely). If they keep going, they will run right into the other half of the bandits. If they go back out the way they came, they will have to fight their way out of room 1, which will then have the rest of the bandits in it, trying to figure out what happened to Sleepy.



Having decided to allocate some of the extra pages of White Dwarf *to a new Departmental Feature, a look at the questionnaire suggestions (results published in* WD17*) showed that many readers were keen to try new* D&D *character classes. Refining character classes is a difficult task as none must be too powerful and none too weak;* TSR *are quite right to keep 'official' character classes to a minimum. However, in keeping with readers' wishes, we see no harm in publishing unofficial classes and sub-classes, and hope that in playtesting them, readers will send in suggested modifications, additions or amendments for future publication. Also, as with other Departmental Features, we invite readers to send in their own submissions for* Character Conjuring. *The classes should have as full a description as possible, include an Experience Table, list basic abilities, special abilities, weapons, magic bonuses, etc. We have in the pipeline Alchemists, Archers, and Black Magicians, so readers should concentrate their efforts in other directions.*

Berserkers are a subclass of fighters, representing those warriors who concentrate upon offensive ability and regard battle as an end in itself. They derive certain special powers from their lust for combat, but are weaker than other fighters because of their scorn for armour. Berserkers are brave in the extreme and many regard dying in battle as an honour. Berserkers are neutral in alignment, but may be of lawful, chaotic, good, evil, or true neutral nature. Only humans may become berserkers and a minimum strength of 14, a constitution of 14 or greater, and a minimum dexterity of 13 are required. If both strength and dexterity scores equal or exceed 16, then a 10% bonus on earned experience is gained.

For each level of experience, from first through ninth inclusive, berserkers gain an eight-sided hit die plus two hit points (d8+2). Thus at third level a berserker has 3d8+6 for hit points, in addition to any other points derived from his/her constitution score. From tenth level on, berserkers also gain three hit points per level as do normal fighters. There is no limit to how high a berserker may rise in experience levels. The increase in hit point averages for berserkers is a result of protection granted by the berserker's deity (if any) and high level of physical toughness and endurance.

BATTLE LUST

Battle lust is a special power of berserkers, gained when he/she decides to attack and has a target within striking distance. *Battle lust* remains effective for 2-8 melee rounds, plus two melee rounds for every level of experience the berserker has. A fifth level berserker gains battle lust for 12-18 rounds, after which attacks are made at normal rates per melee round. After combat ends, a berserker cannot go into *battle lust* for the rest of that day unles he/she rests for as many turns as he/she spent rounds in combat. No berserker can withdraw from combat once *battle lust* has been initiated, unless all opponents are dead, *battle lust* ends, or no effective means of inflicting damage on an opponent are at hand. A berserker could not harm a gargoyle with a non-magical weapon, and so would *immediately* attempt to locate a magical weapon, or otherwise take actions to render the opponent dead or incapacitated.

Battle lust confers the following special abilities upon a berserker:

1: Multiple attacks per melee round at normal "to hit" odds, *or* normal rate of attacks per round made at +2 to hit. Only one of these two methods of attack may be used during a melee round though a berserker may alternate between them from round to round. See the attack table for further information and details.

2: Immunity to magical spells and psionic powers related to will force, skrying, or control, and all forms of psionic attack. This includes *ESP, rulership, charm, command, beguiling, hypnosis, emotion, fear, scare, domination, empathy, telepathy, invisibility* (psionic form only), and the like. Psionic blasts will not affect a berserker in *battle lust*, and crystal balls, medallions of *ESP*, and other magical skrying devices are likewise ineffective. No berserker may *ever* possess psionic ability, as *battle lust* is a form of temporary insanity that destroys all such sensitivity. Berserkers are subject to all of the above attacks when they are not berserk

BATTLE-LUST ATTACKS PER MELEE ROUND

Level	Normal "To Hit" Attacks Per Round*	+2 "To Hit" Attacks Per Round*
Berserker 1-6	2/1	1/1
Berserker 7-12	5/2**	3/2**
Berserker 13 and up	3/1	2/1

This table applies to attacks using thrusting and striking weapons.

*— May be made with one two-handed weapn, one one-handed weapon, or divided between two one-handed weapons in either hand.

**— 5/2 — Two attacks are made in the first round, three in the second, etc.

3/2 — One attack is made in the first round, two in the second, etc.

When battling creatures with less than one hit dice (e.g., Kobolds, goblins, O level halflings and men, etc.) berserkers in *battle lust* strike twice for each level of ecperience thay have, per melee round against such creatures.

BERSERKER

a new Character Class

by

Roger E. Moore

BERSERKER'S EXPERIENCE TABLE

Experience Points	Level	8-Sided Dice For Accumulated Hit Points	Level Title
0-2,000	1	d8+2	Shieldbiter
2,001-4,000	2	2d8+4	Challenger
4,001-7,500	3	3d8+6	Destroyer
7,501-15,000	4	4d8+8	Foeslayer
15,001-30,000	5	5d8+10	Deathwielder
30,001-60,000	6	6d8+12	Scourge
60,001-120,000	7	7d8+14	Warmonger
120,001-240,000	8	8d8+16	Battlelord
240,001-500,000	9	9d8+18	Berserker
500,001-750,000	10	9d8+21	Berserker Chief
750,001-1,000,000	11	9d8+24	Berserker Chief (11th level)

+250,000 points for each level thereafter.

WEAPONS

Berserkers may use oil, but poison use is dependent upon the DM. They may use any weapons. A berserker may carry one weapon in either hand if possible, and if he has multiple attacks per melee round may divide the attacks as desired between the two weapons. Hurled weapons (maces, hammers, spears, etc.) may be cast at double the normal rate of fire during *battle lust*, but missile weapons can be fired at the normal rate of fire only, regardless of level or presence of *battle lust*. Berserkers are initially proficient with four weapons, gaining a new weapons expertise with every three levels they rise in experience. A -2 'to hit' penalty is incurred for using weapons without proficiency. Berserkers attack on the fighter's attack tables.

MAGIC ITEMS & ARMOUR

Magical items usable by normal fighters are also used by berserkers, with the exceptions of all forms of magical armour, and items that involve the use of psionic energy. Note that berserkers may not use magical shields, bracers, rings, and other items such as a lucksword that lower armour class. Magical helmets, protective or non-protective, may not be worn either. Only leather armour or furs will be worn for bodily protection.

LYCANTHROPY

Lycanthropy (in whatever form used by the Dungeon Master) is in no way a requirement to be a berserker, and does not necessarily offer any advantages to the berserker. When insane or in *battle lust*, a berserker with lycanthropy will assume wereshape and become *enraged*, attacking all nearby, making two times the number of attacks a lycanthrope normally does. In this state, friends and enemies appear the same and both are subject to attack. The berserker will, of course, be immune to normal weapons, but not to silvered or magical ones.

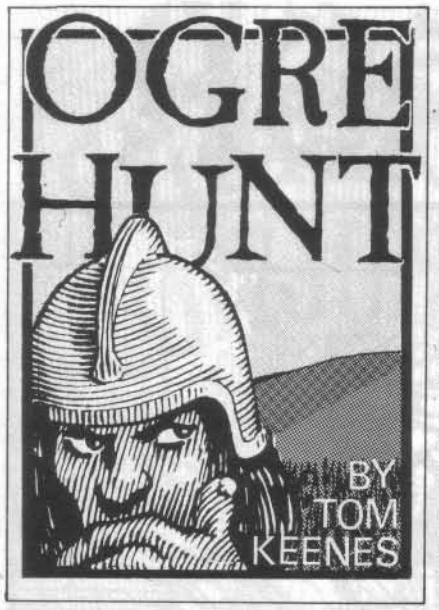
HENCHMEN & HIRELINGS

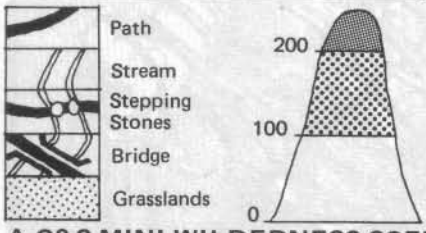
Berserkers may not gain henchmen until they reach ninth level, but hirelings may be gained at any level. Henchmen may be either berserk fighters, berserk clerics, or regular thieves or assassins. Berserkers do not establish freeholds as do regular fighters. Berserkers often travel wilderness areas, searching for loot and combat. Note that berserk followers never check morale.

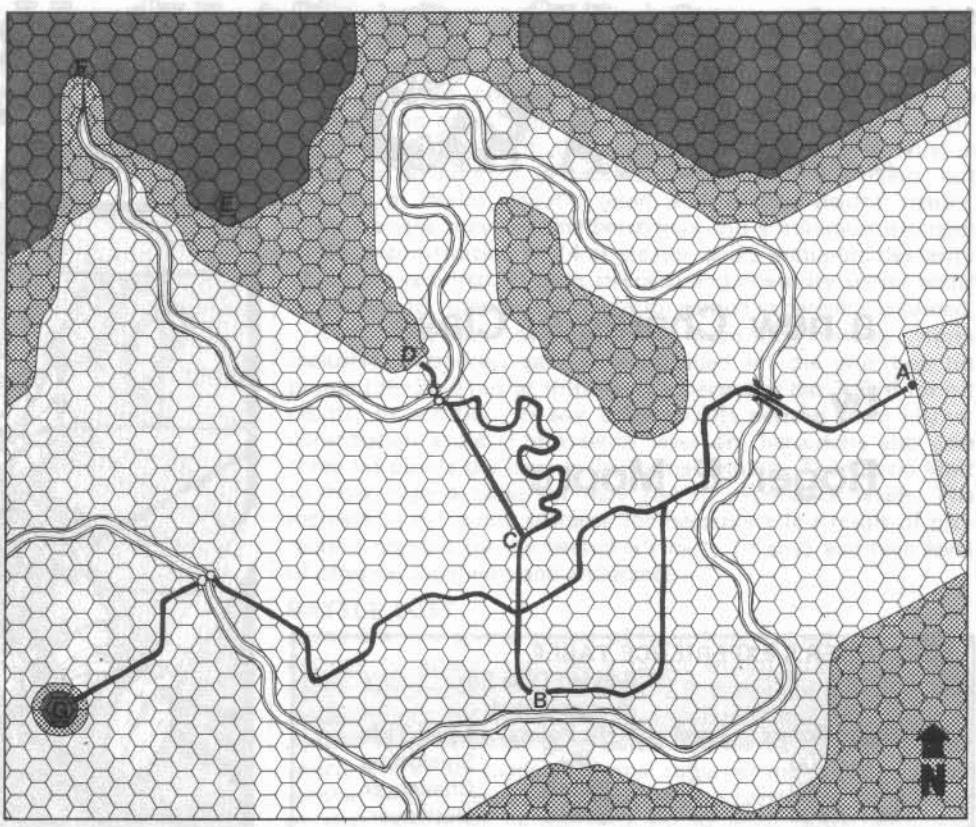
BERSERKER CLERICS

As noted in the *Monster Manual*, some clerics have berserker abilities. Such clerics conform in all ways to the berserker subclass of fighters, with the following exceptions:

1. No spell use is permitted if the berserker cleric initiates *battle lust*, until such time as the *battle lust* ends.
2. When in *battle lust*, berserker clerics make two attacks per melee round at normal "to hit" odds, or one +2 attack per round, regardless of level.
3. Only non-edged weapons may be used by the berserker cleric.
4. Spell casting is made at the normal rate; this cannot be hurried up in any way by the berserker.
5. Only deities representing war, combat, or physical prowess may be worshipped. This includes such worthies as Crom, Tyr, Thor, Odin, Ares, Mars, Athena, etc.
6. A minimum wisdom of 9 is required, in addition to the strength, dexterity, and constitutional minima.
7. Experience progression is the same as for a normal cleric, but for each level up to and including 9th level (High Priest), substitute a d6+2 for a d8 of hit points.







All hexes are forested unless marked otherwise, the woods being deciduous type with a moderate undergrowth of shrubs and flowers.

A C&S MINI-WILDERNESS SCENARIO

Suitable for 4–7 moderate to low-level characters

INTRODUCTION

The action is set in the forest west of the sleepy village of Harlow, which lies on the Southern border of Arden in the region of Southmarch.

With the conflict renewed between the Empire of Archaeron and Arden, Earl Hawkston had summoned his knights to Castle Guard. They then marched south into Archaeron, and accordingly, Sir Henry, master of the village of Harlow, had left with his squire and sergeants to serve his overlord.

However, two nights after his departure, an ogre, aware of the defencelessness of the village, broke in killing a farmer and his family and carried off their dismembered bodies for food . . .

The scenario begins the day after the incident, as the characters arrive at the village. Lady Cynthia, holding the manor in her husband's absence, has approached the party offering them each 2–10 g.p. (varying with their numbers, ecperience levels, wealth, etc.) for the slaying of the ogre, as she (rightly) believes that it will run havoc in the area if not killed.

Assuming that the characters agree, they will be told to start straight away (unless it is already dark). An old farmer leads them through the fields to the edge of the forest at point 'A'. He tells them to follow the path until it reaches a bridge, about a mile beyond which the path splits, the right-hand path leading off into the forest, and the left-hand path to the hut of a wise man, who the former believes can help the party find the ogre.

Movement, Food and Encounters

Each hex is ¼ mile (440 yds) across; using the guidelines and the C&S *Sourcebook*, this approximates to 1 hex per 5 minutes on paths and 1 hex per 10 minutes through forest, when walking or riding (NB if the party leaves the paths, check at the end of every 24 hours to see if they are lost (p.108)). Contours are gentle and thus have no effect on movement, and neither do the streams, the crossing points being merely for convenience.

The characters can use their own supplies of food and water and can supplement these by either purposeful hunting/trapping (see *Sourcebook)* or simply killing animals they encounter. They may also search for vegetable foods, such as berries and nuts. All the streams can be drunk from.

For the purpose of this scenario, characters will only encounter wild animals, using the following guidelines:
On Path: 01–90 Small Animal(s); 91–00 Large Animal(s)*
Off Path: 01–80 Small Animal(s); 81–00 Large Animal(s)*
*re-roll if 'Legendary Animal' is indicated.

Roll every two hours, day and night.

B: THE WISE MAN

Following the left-hand path, the party will eventually arrive at a small glade ('B') bordered by the forest on three sides and a stream on the fourth. The path leads through the glade to a small log cabin surrounded by a vegetable and herb garden, circles the cabin and leads off into the forest on the other side. In the cabin lives Istacon, the wise man:

AGE: 60	CON; STR; DEX: 12
CLASS: Forester	VOICE; APP: 9
EXPERIENCE LEVEL: 10	INT: 17
(Non-fighter)	WIS: 19
ARMOUR: None	CHR: 13
WEAPONS: Quarterstaff	ALIG: 3

MKL: 5
CONCENTRATION LVL:22.9
PMF: 9.8
EXPERIENCE FACTOR: 20
MENTAL HEALTH: Demophobia and Claustrophobia
PRIMITIVE TALENT MAGICIAN
SPELLS: *Circle of Protection, Detect Tracks, Find Direction, Hold Small Animal, Hold Large Animal, Detect Life, Detect Observation, Command Small Animals, Animal Messenger*
See 'Non-Fighter Table' *(C&S* p114) for Body, Fatigue, etc.

Istacon will greet the party and invite them in for some bread and gooseberry wine. He already knows what has happened (if asked how, he will answer abstrusely, such as 'I know many things'), and suggests that the party go to the magical stone pool and under the light of the moon, throw in a silver coin and a sprig of hazel – if this is done, the pool will reveal in a vision a clue as to the whereabouts of the ogre. To get to the stone pool, Istacon tells them to follow the path out of the glade ignoring the crossroads, to where the path splits in

two; here, he says, the party's own wisdom will tell them which way to go. He also tells them that the nearest hazel trees are to be found ½ a mile to the north of the pool (NB He will tell them how to recognise hazel, and if the party have no silver, he will give them 1 s.p. from a pouch containing 10 s.p. which he has hidden under his bed.)

C: THE TWO PATHS

Beyond the crossroads the path splits in two. Looking down either path, the party can see that the left-hand path leads off in a straight line through idyllic woodland with bright flowers and strawberry plants growing on either side, whereas the right-hand path twists and turns between dark and densely growing oak trees and bramble bushes. Travel down the left path is at normal speed, but travel down the right counts as though passing through forest, as the briars impede progress and there are many areas of boggy ground. However, the left-hand path is the least safe of the two, for if the party travel down it they will be attacked half-way down from behind by a raging wild boar – they will automatically be surprised (NB This will occur however many times the party use this path, and they will always be surprised unless they use magick (e.g. spells of *detection).).*

D: THE STONE POOL

The two paths rejoin and resume to normal conditions before crossing a stream, beyond which lies a clearing in the forest (point 'D'). In the centre of the clearing is a megalithic stone table consisting of two squat, pillar-like blocks supporting approximately 9'X15'X7' high. The Stone Pool is a shallow basin of rain water on the top of the table (and thus out of sight from the ground) measuring 4' across by 6" deep.

If the characters wish to use the pool's magick, they must collect a sprig of hazel from the area ½ a mile north of the pool: assume that they will find the hazel tree copse if they move into the hex.

The party may have to wait several hours (roll D6) before there is a break in the clouds letting the moonlight fall onto the pool. However, this will occur at least once during the night after/of arrival. As the moon is reflected in the pool, the characters must throw in the sprig of hazel and the silver piece, both of which will sink to the bottom and disappear. The pool then turns an absolute, non-reflective black. After seven minutes a black and white image of a cave mouth and then of a five-star constellation will appear and remain until the moon is obscured by clouds (1–100 minutes later) or until dawn. If the party look up into the sky, they will see the constellation to the North-West of them; this shows the direction they should go, and the number of stars gives the number of miles.

E: ONE-EYE'S LAIR

Travelling North-West and presumably searching for a cave of sorts, the party may chance upon this opening in the rock set at the end of a small gully (point 'E'), and believing it to be the cave they are looking for, tempted to investigate. The cave itself is dry, and tubular in shape at roughly 6' high by 30' long. The floor is strewn with twigs, dead leaves and numerous bones, for the cave is the lair of One-Eye, a grey wolf packleader.

When the party arrive, the wolf will be out hunting and the cave will thus be empty. However, he will return five minutes after the party first notice the cave, and will not take kindly to intruders (NB One-Eye has –10% hit probability due to having only one eye.).

If the party should return to use the stone pool, the image described in D will appear again. If they go back to Istacon for further advice, he will tell them to go to the pool again and look more carefully.

F: POACHER'S GROTTO

This is the location the party should have been directed to by the Stone Pool vision (i.e. North-West five miles from the pool: point 'F'). It is a small, dry cave, roughly triangular in shape measuring approximately 12' each side by 7' high. The entrance is placed at one of the apexes and is 4' high by 2' wide. The floor is covered with dry rushes and leaves, apart from the area around the far left corner, where there is a small, stone-enclosed fire with a billy-can hung above it. In the far right corner, a cloak lies over a thicker pile of rushes. Several rabbit skins hang from cracks in the wall.

The cave belongs to John Pebble, a poacher by profession:

AGE: 40	INT; WIS; APP: 10
CLASS: Forester	VOICE; ALIG: 10
EXPERIENCE LEVEL: 7	CHR: 11
(Non-fighter)	STR: 12
ARMOUR: Leather Jerkin	CON;DEX: 15
WEAPONS: Short Bow and 20 Arrows, Light Club, Dagger	
MENTAL HEALTH: –	

See 'Non-Fighter Table' (*C&S* p114) for Body, Fatigue, etc.

Having lived as a poacher for over twenty years, he knows the area intimately, though he does not know of the magickal property of the Stone Pool and steers clear of old Istacon believing him to be a wizard of sorts. It is because of his knowledge of the area that he can help the party.

A week previously, John had just left his cave when he saw the lumbering shape of an ogre pass through the trees less than one hundred yards away. Overcoming his fear, he had followed the ogre southwards to see if it was going to stop near to his cave. However, after a few miles the ogre had still not stopped, so John returned to his cave believing that it would find the ruined tower (point 'G').

If the party mention that they are looking for the ogre, he will tell them all he knows and suggest that they look near the ruined tower, which, he tells them, is roughly eight miles south from the cave. He will not aid them in the finding or slaying of the ogre unless he is persuaded to do so (e.g. by the use of magick, threats, heavy bribes (not of money) etc.).

G: THE RUINED TOWER

The tower is over three hundred years old and was once used as a lookout post. However, it has been deserted for more than two centuries, and through time it has deteriorated and the forest around it has regrown.

All that remains of the tower is the ground floor and its ceiling, which also acts as the floor of the now ruined first storey. It is circular, with a diameter of 25', the walls being 1' thick granite and windowless. The ground floor is split from North to South into two semi-circular rooms, with a doorway in the middle of the dividing wall. The entrance to the keep is opposite this inner opening (These are rough edged stone, approximately 7' by 3' wide, with loose stones lying on the inside of both. There are no doors; these have long-since rotted away.). The spiral stairs up to the first floor are in line with both entrances. All that is left of the first storey is a crumbling 1–3' high wall around the lower edge and several loose blocks scattered on the floor (now the tower roof).

The only resident of the tower is Moribund the ogre, the monster the party are looking for. He lives in the inner ground floor room amongst the chewed and gnawed remains of his many victims (NB He had to enlarge the doorspaces to get in, hence the rough edges and debris.). If the party arrive during the daytime, he will be asleep in the north corner on a thick pile of sheepskins and torn clothing; but even if the party see him, they will have a difficult time trying to sneak up on him, for it is extremely dark and bones cover the floor. A lit torch or lantern will wake him in any event. If the party arrive at night, he will be out hunting, but will return before dawn.

MORIBUND THE OGRE

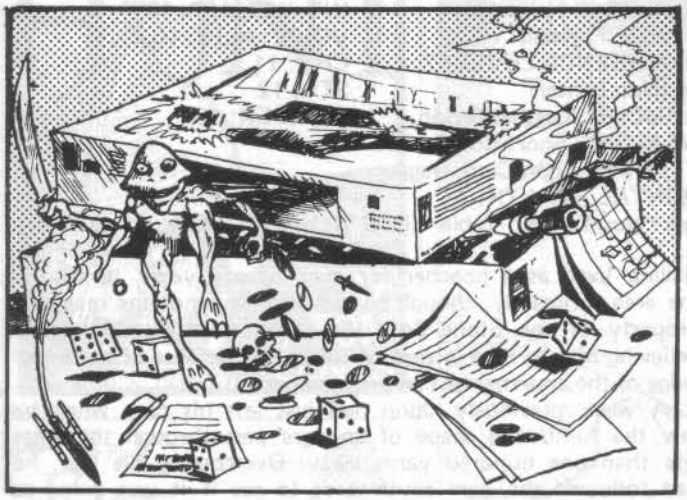
LEVEL: Variable, depending on party numbers and character levels (suggest average of character levels + 1 level per 3 characters).

ARMOUR: Variable with level

WEAPONS: Light or Heavy Club

TREASURE: 30 s.p. on person, Copper and Silver as printed on tables, Copper hidden loosely amongst bedding, Silver hidden in crack under Stone Block (weight 160 Dr.) on 1st Floor.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of four good and four bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

STARFIRE

Task Force Games – £2.95

Starfire is a tactical space naval game designed for short engagements lasting no more than two hours. It is an interesting game, simple to pick up with a great deal of potential for the imaginative wargamer.

The game is played between 2 players, with options for 3, controlling fleets of individual ships, ranging from armed freighters to superdreadnoughts. The ships are represented on the board by counters and on each player's control sheet by a series of letters denoting the various weapons and miscellaneous systems comprising the ship, e.g. each unit of shield and armour are represented by S and A respectively and so on. As the game proceeds, hits on the ship are recorded by crossing out these letters starting on the left with the shields, then the inner systems. Certain weapons, however, by-pass these defence systems, affecting more sensitive and valuable areas of the ship.

A minor criticism of the physical production is that some of the ship symbols are slightly confusing, a fact which could lead to mistakes in a large fleet.

Each game turn is divided into 3 phases – movement, combat and a tractor beam phase. This latter phase enables ships to latch onto opponents, drawing them closer to be destroyed or towed away. The movement system is reminiscent of a sea-naval game. Spacecraft have turning circles and the facing of the counters is significant. However, small ships are no faster than capital ships. The small map, the 360° arc of fire and the long range of the weapons make manoeuvring of little importance. You can forget heroic destroyer attacks. This was brought home to me recently when I attacked 2 superdreadnoughts with a squadron of half a dozen battle cruisers. At long range I was suffering damage, so in the best traditions of the Imperial Navy I decided to engage more closely – and was quickly annihilated. That never happened to Beatty! As you can see the large ships heavily dominate the game.

A lot of thought has gone into the combat system. The scenarios in the rule book are obviously designed to show the relationships between the various offensive and defensive weapons, as they are unbalanced. The combat system can get rather tedious when large ships are used due to the method of recording hits and the large amount of die-rolling needed. Each weapon is fired individually (and in the case of missiles defended against individually). As a capital ship could have a dozen or more weapons you can appreciate the problem. In addition to the standard rules the designer (Stephen Coles) has added a number of interesting optional rules. The game board can be cut into 4 segments and used as a geomorphic map. Firing can be prohibited to the rear of a ship, giving a dead 'space', and some reason for manoeuvring. By far the most interesting rules addition is an explanation of how to custom build ships using a points system. This allows the tactical game to be integrated into a larger strategic game or campaign. It is great fun thinking up a tactical ploy and then designing ships tailor made to carry it out.

I am impressed by the thought that has been put into this design. For a small, inexpensive game it has enormous potential and is good value for money.

Overall: 8 **Gordon Paterson**

MAGIC REALM

Avalon Hill – £10.95

Another fantasy role-playing adventure game – with the advantage that a referee is not needed to play. I first viewed the boxed *Magic Realm* with mixed emotions; for £10.95 the quantity and quality of the contents far surpasses other games of its ilk, and yet the game seemed to be merely an adaptation of FRP games in a 'closed' rather than the familiar 'open' format, losing much of other FRP games' variety in the process. Needless to say this turned out not to be the case. Although the use of inflexible rules does limit play to a certain extent, the depth of the rules is such to make the game enjoyable in its own right.

Magic Realm is in fact a boardgame and this probably conjures up visions of a static playing surface with fixed features such as castles, dungeon complexes and temples. However, *Magic Realm's* unique board consists of twenty large double-sided hex-tiles which in use may create thousands of different maps, a new one for each game. Buildings are represented by counters to cause even more variety. Movement is along the roads, tunnels and hidden paths printed on these hexes – the rules regarding placement of the map ensure that these paths are continuous, eliminating dead ends and closed loops.

I was impressed by the combat and magic systems – a great deal of thought has obviously gone into abolishing the usual percentage-die-roll-to-hit system so characteristic of other FRP games to introducing a comparatively simple tactical system relying more on player choice of action than a die-roll. During combat there are three offensive options and three defensive options; each offensive option will counteract one defensive option (e.g. attack 'smash down' hits defense 'duck down') and, depending on other factors which also rely on player choice, the attack will either kill, wound or have no effect on the opponent. Magic may transform the terrain or be used in combat or otherwise, and is based on a system of 'colour magic' reminiscent of, but not resembling SPI's game *Sorcerer*.

An essential in all boardgames is the need for quick and easy reference to all data. The various charts and tables in *Magic Realm* allow for easy accessibility: all necessary information is clearly and logically presented. Similarly, rules clarity and layout is all-important in a game of such complexity, and Avalon Hill have used their familiar 'learn a little, play a little' system found in *Starship Troopers* and *Squad Leader.* The rules are oganised into seven 'Encounters', each one adding more rules to the previous one, so that although it may take a while, the rules are grasped thoroughly.

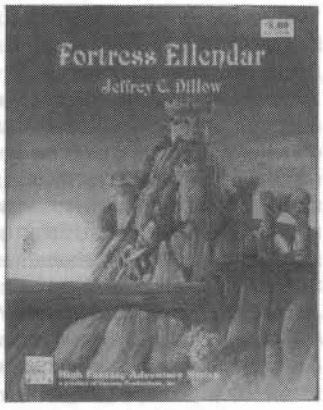
Whilst elimination of a referee also eliminates the common arguments between Creator and minions, and frees another player to adventure, there is no avoiding the fact that it also does away with the scope of umpired FRP games. 'All Hope Abandon, Ye Who Enter Here, For There Shall Be No Previously-Unnoticed Crack In The Wall Just Wide Enough For You To Escape The Dragon's Breath!' There is only one alternative, and home computers aren't yet that cheap. Quests there are, and character advancement, although the sixteen characters provided are inflexible, having four 'levels of experience' only. Players gain Great Treasures, Spells, Fame, Notoriety and Gold in an attempt to outdo the others. *Magic Realm* has all the hallmarks.

As a game, it excels. The programmed instruction by use of Encounters allows the rules to be grasped slowly but surely, and the colourful board and counters set the scene and create the atmosphere. As a FRP game, *D&D* is a better buy, but as a game *Magic Realm* has a flavour all its own.

Overall: 7 **Colin Reynolds**

HIGH FANTASY –£3.95
FORTRESS ELLENDAR – £3.50

Fantasy Productions Inc.



Announced as 'the ultimate adventure game', High Fantasy is the brain-child of Jeffrey C. Dillow and is marketed by Fantasy Productions – a newcomer to the field, so far as I am aware.

HIGH FANTASY itself is a set of rules for a fantasy role-playing game very much on the lines of *D&D* et. al. The booklet has been carefully produced and is well presented, with eminently readable text and tables. To the fantasy game aficionado, the format is quite familiar – how to create your character, melee, spell tables and descriptions, weapons and armour tables, monster tables and descriptions, play examples and notes on creating the milieu of the adventure. Magical items are hardly mentioned, and the assumption appears to be that the DM will prepare these himself according to rather loose guidelines.

Most of the rules are not the blatant copies of *D&D/AD&D* rules which many of these spin-off games contain; the melee system, for instance, is entirely different and relies solely on the use of percentile dice – essentially, each character and monster has a chance to hit and a chance to dodge, and it is the difference between these which determines whether a hit has scored or not. In fact this system-type pervades all the rules – it is a good clean one which reduces the amount of arithmetic to an essential minimum.

One section of the rules which will strike most *D&D* fans is the monster list; every single monster has its counterpart (and in most cases, the same name) in the *D&D* rules; it's a pity more originality wasn't brought into play here.

FORTRESS ELLENDAR is an adventure module designed for use with *High Fantasy* but is easily adapted for other role-playing games. Again, the booklet is attractive and well-presented; the adventure is fully documented and there is a flow to the text which is not noticably present in, for instance, many of the Judges Guild 'modules'. Apparently this is merely the first of about half a dozen such adventure modules, and if the others are as good as this one, they should be worth getting even if you don't intend to play the *High Fantasy* rules.

However, as in the case of any new role-playing game nowadays, any rating on review has to take account, not just of objective judgement of the game but also of its likely impact on a market which is already dominated (by *D&D/AD&D* in the fantasy field, by *Traveller* in the sf field and so on). Whether you are likely to enjoy the game-system is not entirely the point; the question is – will the game-system contain enough material which fits your personal taste to the extent that it tempts you away from whatever system you are using at present, probably *D&D*. I believe that the *High Fantasy* rules are too lightweight and too limited for that. So my ratings are based on the degree to which *High Fantasy* materials will compete with *D&D* or be compatible with *D&D* and (in the case of modules) the degree to which these make a significant contribution to material which would be grafted onto a *D&D* format.

High Fantasy Rules: 4 **Don Turnbull**
Fortress Ellendar: 7

THE KINUNIR

Game Designers' Workshop – £2.50

This is the first of a series of 'official' adventures to be produced by *GDW* for *Traveller* players, the equivalent of *TSR's Dungeon Modules* for *D&D* in the SF sphere. Marc Miller and the rest of the lads at *GDW* have obviously thought a great deal about the amount and type of information required by Referees in order to run a *Traveller* adventure, for this is a remarkably well-produced and comprehensive piece of work.

As *GDW* have emblazoned on the cover this volume is strictly 'For Referees Only'. For this reason it would be giving things away to say much about the contents, so I shall merely make one or two general comments. For example, calling this an adventure is a little misleading, since in fact it contains a number of adventure situations, and hints for the Referee to construct more. The book's worth is not therefore expended in one fell swoop. Both Referee and players will get more out of the situations if they have integrated *Mercenary* (Rule Book 4) into their campaign, though of course it is completely possible to play with just basic *Traveller.* Lastly, even if your campaign has veered significantly from the standard rules, very little of the material in *The Kinunir* will prove useless or unadaptable. It is similarly useful to other SF role-playing systems, and even if the Referee never uses the situations given, it is worth purchasing as an example of cogent presentation of all the necessary material for an adventure.

I refrain from giving this the maximum rating only because *GDW* may well do even better in future – recommended without hesitation.

Overall: 9 **Bob McWilliams**

WARDS

by Lew Pulsipher

With the aid of wards, spell-casters may create powerful magical barriers. Wards are very hard, small, transparent, stone-like objects. Non-magical means cannot destroy them, and they receive a saving throw of 10 vs. magical fire or lightning; such spells may not affect some wards at all while their field is operating. There are four classes, of increasing efficacy. Type One (Primus) is like a thick plane of glass. Type Two (Secundus) is a thick cylinder. Type Three (Tertius) is a three-sided pyramid. Type Four (Quartus) is a cube. According to legends, a full set of a fifth type once existed, but no man knows where. Each ward is two to three inches in its longets dimension and weighs one pound.

Two to five wards of the same type must be used to create a field. The shape of the field is a regular solid with the exception of when two are used. Two wards create a plane, three create a three-sided pyramid, four create a cube, and five create the top half of a dodecahedron (a d12 cut in half with one number facing directly up). The field created is as high as the distance between each ward, and (except when there are only two) extends over the wards to completely enclose the space. Maximum distances are: two or three — 6½ feet; four or five — 10 feet. The field looks opaque and shining from outside, and like a light mist from inside.

Wards cannot be moved by *any* means while operating.

The maximum duration of the field is 8 hours, but it may be dispelled at will by any of the activators, or by a *dispel magic* spell cast by a sufficiently high level character: Primus can be dispelled by a 9th level magic user or 8th level cleric; Secundus, by an 11th level magic user or 9th level cleric; Tertius, by a 12th level magic user or 11th level cleric; and Quartus, by a 14th level magic user or 12th level cleric. Wards must be recharged before they can be used again. This requires ten weeks divided by the number of wards used. If five wards are used for a field and a pentagram is drawn between them, they act as the next higher type, e.g. Secundus act as Tertius. However, wards are very rare and seldom found more than two or three at a time.

Whenever a wardfield is touched magically (except by a detection spell) or physically, all activators are silently warned, and are awakened if asleep. Wardfields prevent certain creatures and spells from passing through, inwards *or* outwards, except that any spell of any level may pass out. If a creature is prevented from going through a field, so are its manifestations such as breath, gaze, etc. Manifestations are thus either totally stopped, or, if powerful enough, they break completely through. No matter how often things break through, a field remains in operation until dispelled.

Wards are activated by the casting of certain spells on them while they are in position. The spells may come from scrolls, magic users, or any other possible spell casting method. All those who cast spells to set a wardfield are the 'activators'. The necessary spells may be cast any time during the activation, and if the activation is interrupted, it may later be resumed at the point of interruption.

The following list includes ward type, activation type, which must be cast (with possible substitutes in parentheses) and the defensive capabilities of the field thus established. (Magic spells of the level listed are prevented from entering the field from the outside, no matter what the caster's level.)

PRIMUS (5 minutes)
Activated by: detect evil, protection/evil (protection/evil, 10' radius), shield (protection normal missiles), wizard lock.
Defends against: creatures up to and including one hit die except those using +1 or greater armour, shield or weapon; normal missiles; first level spells; those inside won't register on *detect evil/good; phantasmal forces* won't be believed; all inside/behind wardfield gain +1 on all saving throws; acts as *protection/evil* vs. enchanted monsters.

SECUNDUS (10 minutes)
Activated by: protection/evil, 10' radius, wizard lock, dispel magic, protection normal missiles (wall of ice/fire).
Defends against: as Primus capabilities plus: creatures up to three dice except those using +2 or greater armour, shield, or weapon; wraiths; those inside won't register on *ESP. clairaudience, clairvoyance,* or *wizard eye*; second level spells; illusions won't be believed; +1 missiles; and gives +2 saves for all protected.

TERTIUS (15 minutes)
Activated by: wall of fire/ice, wall of stone/iron, fear (confusion), dispel magic cast by at least seventh level MU.
Defends against: as Secundus capabilities plus creatures up to five dice except those using +3 or greater armour, shield, or weapon; undead up to and including vampire strength; invisible or hidden creatures outside may be seen as though normally visible; third or fourth level spells; +2 missiles; and gives +3 on all saves.

QUARTUS (15 minutes)
Activated by: anti-magic shell, wall stone/iron, repulsion (reverse gravity), dispel magic cast by at least ninth level MU.
Defends against: as Tertius capabilities plus creatures up to seven dice except those using +4 or greater armour, shield, or weapon; fifth level spells; +3 missiles; and gives +4 on all saves.

LETTERS

Readers' thoughts, ideas, views, and criticisms. Letters to Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, London W6.

Dear WD,

I was very pleased to read *The Magic Brush* in *White Dwarf 17*, as at that time I was starting to paint some 25mm figures. When Sean Fuller said in *The Brush* that he'd rather paint with a matchstick, well I went one step further, I used wooden cocktail sticks, because their point is very useful for painting eyes.

Yours sincerely,
Craig Robertson, Keynsham, Bristol.

Dear WD,

I am writing to congratulate and praise Lew Pulsipher on his article *Chronicle Monsters* in *White Dwarf 16*. At the time when I first saw them, the ur-viles looked excellent monsters to use in *D&D*. Now, after reading *The Chronicles of Thomas Covenant*, I think that they are not only excellent monsters, they are also excellent translations from the books. When I had finished the *Chronicles* I felt really inspired to try and use them in a dungeon – I usually stick to the regular monsters of the *Monster Manual* – and the fight which ensued was one of the most enjoyable that I have ever experienced since I started playing *D&D*. Then I placed a larger number in against a much higher level party, and the result was equally enjoyable. I have to conclude from this that Lew Pulsipher has done a great job in making the ur-viles a practical proposition as far as *D&D* goes, and also that he has made them into the best monsters in the game, which are usable at any levels.

As far as any of the other *Chronicle Monsters* go, the only other ones which I have tried are the cavewights, upon which I can give no judgement for they were too strong when I placed them on a first level. From what I could judge, though, they are all excellent renditions of the creatures which I had grown to love in the *Chronicles*.

While I'm in the business of praising Lew Pulsipher I think I must also praise the articles which he wrote in the first few editions of *WD* on *D&D* campaigns. Myself and my brothers had only been playing for a couple of months when we first read them, and although we thought that most of his ideas were against our style of play, we can now see that his recommendations have given us practically all the bases of our campaigns.

I would like to conclude by saying that I believe Lew Pulsipher ought to be given some credit for his articles which have appeared in *WD* since the dawn of time (when it was first published). Of course, credit also has to go to the others who have given articles of great value also – Don Turnbull, Roger Musson and Albie Fiore to name but a few.

So, you guys out there in the Outer Planes, please keep up the great standard – for us boffins here you're all we've got!

Yours sincerely,
Malory Nye, Aberllefenni, Powys.

Dear WD,

In *White Dwarf 17* Simon Downs complained about the numerous different editions of the *Monster Manual*. Just reflect on all those who have bought a first edition *DM's Guide*, only to find that the new second edition has two more appendices, and such luxuries as the tables for *Creatures Generated by a Monster Summoning VII spell*, and also a detachable playsheet!

But even now, those people who sit, smugly grinning because they bought a second-edition *DMG* will soon be laughing on the other sides of their faces as the THIRD edition comes out, most probably with even more changes. As for Simon Downs' comment that the apparent revision time for the *AD&D* system was down to 9–12 months, it would now seem to be more like 2–3 months.

Yours sincerely,
M.T.N. Gascoigne, Margate, Kent.

Dear WD,

I would like to comment on the night rider in the *Fiend Factory* of *White Dwarf 17*. Most of us will instantly recognise this creature as one of the most powerful and terrifying to step from the pages of fantasy literature, and yet it is insulted with a *Monstermark* of 54. The creature that could control hordes of orcs because of the fear it instilled in them – there is something wrong. I suggest the armour class be changed to –1 and the hit dice to 13D8 plus 13. This gives a *Monstermark* in excess of 2000, more reasonable I think.

However, to me the *Fiend Factory* is a superb feature, though I think the emphasis should be more on lower level monsters, which will see more use in the majority of dungeons. So can we have more of the svart, nasnas and githyanki types please?

Yours sincerely,
Jonathan Barrett, Bournemouth, Dorset.

Dear WD,

I must take exception to the ill-conceived remarks of David Bell (Letters, *WD17*) regarding dexterity and armour class. The links beween hit points, armour class and dexterity are obviously very important when dealing with the problem of a realistic, yet simple to operate combat system.

Hit points reflect combat ability, extent of combat fatigue, and luck in terms of damage sustained by the victim's body. Someone with high hit points is lucky enough or skilful enough to deflect blows away from vital areas of course, continual minor wounding will result in progressive loss of hit points, representing increasing battle fatigue, until the weakened character's desperate parrying fails and the victim takes a mortal blow – or, in hit point terms, reaches zero or lower.

As David Bell points out, "If a creature is highly dextrous it will dodge well". But it does not follow that it will attack well, as he suggests. My hobbit thief has an 18 Dexterity so he dodges well, but only a 4 strength, which means he does not fight well. A creature which is highly dextrous cannot necessarily absorb a lot of damage. A low level thief may gain armour class advantage, through dexterity, but his few hit points mean that if he fails to dodge he will suffer greatly.

Furthermore, armour class advantages gained through high dexterity will generally not apply when being shot at. The extraordinary ability to dodge missile projectiles should be confined to high level special characters, such as Monks. The eye can follow the flight of an arrow, but cannot predict the point of impact with any degree of accuracy. If in doubt, try watching a beginners' archery class and try to predict which shots will hit the targets!

To sum up: hit points represent ability to sustain damage; high dexterity represents ability to dodge blows. And long live the 4 hit sneak-thief!

Yours sincerely,
Alan Paull, Luton, Beds.

TREASURE CHEST

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

This issue we present the DM's delight . . . . . .

NON-PLAYER CHARACTERS

EDWIN
by Julian Lawrence

4th Level, Neutral, Half-Elf Magic User:
AC10; 11HP; S5; I14; W9; C10; D8; CH10; Weapons: Dagger

This mage on discovering he was host to a warlock cat *(WD10)* decided to drown his sorrows and now spends all of his time totally drunk, and pestering people saying 'Are you my friend'. If the answer is 'no', he will ask again and again, but if it is 'yes' he will smile and tell them of their fate as his familiar's next meal.

ADONDEL
by Will Stephenson

3rd Level, Chaotic Good, Half-Elf Thief:
AC8; 13HP; S10; I9; W13; C15; D14; CH13; Weapon: Longsword; Treasure: 19 g.p.

Adondel is slightly taller than average, with dark hair and blue eyes. He is the product of a meeting between a magic-user and a drunken elf serving wench, who later became the mistress of the mage. His father taught him the rudiments of magic use, and the art of picking pockets, but was disappointed when he chose the latter vocation. He was bitten by a mad dog early in his life (but luckily survived), hence his fear of these animals.

Upon leaving his parents, he did well in life until he contracted a noxious disease from a mummy. A good church was prepared to solve this problem, provided he worshipped their god. He did so, and was cured, but is hounded by assassins from his previous church, whose efforts to eliminate him he has narrowly dodged several times. During one assassination attempt, he was forced to commit triple murder and had to flee the city. Since then he, with his mistress and son, has been fleeing from kingdom to kingdom, his would-be killers close behind.

He has understandably developed paranoid tendencies, and is constantly on the watch for assassins, real or imagined. Adondel makes what living he can from the occasional theft.

BROMOSEL (The Torch)
by Callum Forbes

2nd Level, Chaotic Good, Human Fighting Man:
AC6; 12HP; S17; I10; W9; C12; D17; CH12; Weapons: Hand Axe, +2 Neutral Broad Sword; Treasure: 10g.p.

Bromosel is a tidy, cheerful and well-spoken 23 year old. The third son of a successful tradesman and city born, he stands 6'2", is of medium build and has red/brown hair, brown eyes and a tanned complexion.

His sword is usually for hire to parties of generally good alignment, who will find him to be a trusting and witty companion, not above taking risks which might reward him (this is how he came by the +2 sword). Unfortunately, he is also a *pyromaniac* (see *Dungeoneer Compendium)* hence his nickname and his habit of collecting torches, lanterns, etc. He can't resist fire and usually acts of arson follow him around. He has managed to 'accidentally' burn down a tavern and he is an expert on fire in general.

He has a flash pellet (one only) which is hidden in the seam of his tunic sleeve to be used as a last ditch in emergencies only. He is +2 on all fire-based attacks and +1 on saves versus fire.

DOMESTUS
by Will Stephenson

2nd Level, Chaotic Neutral, Human Barbarian:
AC6; 22HP; S6; I9; W8; C18; D17; CH10; Weapon: Longsword; Treasure: Nil

A slightly short type, with dark blond hair and blue eyes, plus a week's beard, he is of dubious parentage and frequents seedy taverns. This barbarian is dirty, sweaty, and smelly — he breeds all known germs. In one pocket he keeps his pet rat, "FANG", and in the other an ever-ready pint of cheap ale, plus some garlic to chew upon. Early in life, he learnt the art of fist-fighting, and has a greater skill in this than most men, although he prefers to use a dirty sword in his right hand, and a battered shield in his left.

None but the cheapest inns will accept him as a lodger, and he may fight rather than wash.

KELMAR
by Stephen Mills

3rd Level, Chaotic Good, Human Fighting Man;
AC-1; 22HP; S17; I6; W9; C15; D16; CH12; Weapons: Battle-Axe; Treasure: +1 Shield, Scroll of Protection from Lycanthropes, 357g.p.

Kelmar is at the moment trying to take part in some great good to purify his alignment after he somehow got mixed up with an almost totally evil party. He holds his alignment very highly and condemns all evil (which didn't go down very well with the last party). He is a pessimist due to the fact that up to now his luck has all been bad. There is one legend surrounding Kelmar which concerns a hobbit spirit; it is rumoured that the medallion he always wears round his neck puts him in constant contact with a halfling demi-god whom he freed from a trap while he was still a boy. This is untrue and only arose as quite frequently he makes contact with a halfling by the name of Matado. The medallion is in fact the holy symbol of his chaotic good god. His general appearance is not all that stunning although he is slightly over-weight.

FRED, BILL & CHARLY
by Andrew Lucas

1st Level, Neutral, Human Fighting Men:
Fred: AC7; 8HP; S11; I10; W12; C11; D8; CH10; Weapons: Short Bow; Longsword; Treasure: 4 g.p.
Bill: AC2; 10HP; S10; I8; W9; C14; D11; CH7; Weapons: Spear, Longsword; Treasure: 4 g.p.
Charly: AC4; 7HP; S13; I8; W9; C9; D9; CH12; Weapon: Battle Axe; Treasure: 6 g.p.

Fred, Bill and Charly are an inseparable group of 3 Fighting Men who tend to overshadow even the best of their masters, and also to outlive them. Their main characteristic (one shared by all of them) is their incredible loyalty but this is offset by their ability to bungle nearly every task set, often involving deadly traps, and while this usually kills off their hirers they always seem to survive. They are all moustached (but not bearded) men of average height, build, looks (and characteristics!) with rather worn armour and weapons and numerous battle scars. They are all jolly and friendly but with no sense of style and can be quite troublesome due to their ability to come up with ill-timed statements, e.g. "Is he dead?" (a corpse with his head missing and 6 arrows in the back); "Are you all right?" (to a character who has fallen face down in a 20' deep pit full of poisoned stakes and vipers); "What's this do?" (button marked *"Danger Poison Gas Release"*, which is, of course, duly pressed).

GORNLI
by Andrew Lucas

3rd Level, Lawful Neutral, Dwarf Fighting Man:
AC8; 18HP; S18(00); I13; W11; C13; D13; CH6; Weapons: +3 Hammer; Treasure: 300g.p.

Gornli is a short, swarthy dwarf with a huge bushy beard and large work-worn hands. He is lawful in the extreme, hating all chaotics but with a particular disliking for Elves. He has a violent temper and is given to hurling his +3 war-hammer about at all and sundry once enraged. He is skilled as a weaponsmith/armourer/blacksmith and is often found running a smithy, where he is known to have used his anvil to ward off thieves.

His most notable feature is the absence of his right leg. This is a legacy from the time when he worked as a dragon keeper for the legendary lords of the Dragon Isle. He is extremely knowledgeable about dragons and can converse freely with them, often supporting their causes (slandering dragons makes him very angry).

FELIX THE NEWSTELLER
by Graham Brand

6th Level, Neutral, Human Fighting Man:
AC8; 43HP; S15; I12; W13; C15; D9; CH16; Weapons: Cudgel/Mace

The Newsteller is a portly man, balding slightly, but in magnificent health for his age, with that talent granted to only a few of being able to cause a hush merely by entering a room. He invariably wears coarse brown robes, and is accompanied on his travels by his apprentice-boy, the tawny-haired Caspian.

At each town Felix makes his way to the best tavern, strides up to the small platform usually provided for travelling jugglers, tricksters, minstrels and the like, and raises his arms above his head.

"Who will pay me for my news?!" he booms in a voice rich with years of laughter. The boy then goes round the inn, collecting coins – silver, copper, electrum, even gold, all go into Caspian's hat. When enough has been collected for the Newsteller's dinner, the sumptuousness being decided by the quality of the news, Felix begins, and recites all he has heard from neighbouring districts in the recent weeks.

Felix has been doing this for many years, travelling hard and fast, but obviously while local news is always fresh anything he has to tell of distant lands is necessarily months out of date. Still, he and his creed are still the fastest and most reliable news service available.

The purpose of Felix is to provide parties with information vital to quests and dungeon adventures. Felix will *always* require receipt of a hot meal and flask of mead, his profession is his news.

MARTE TOLLOVOX
by M. Gascoigne

2nd Level, Lawful Good, Human Paladin:
AC3; 2HP; S16; I12; W14; C9; D11; CH17; Weapon: Longsword; Treasure: 8 s.p.

Marte is 64 years old and decidedly decrepit. He is also very jealous of the man he hangs around with, Roban Rodan (see below). He envies the younger man's success, piety and his completely amazing luck. Poor old Marte has become mean, cowardly and depraved in the time since he met Roban and is in danger of losing his Paladinhood. He is particularly envious of the younger man's sword, and keeps staring at it, for the only treasure he has managed to obtain is a *Potion of Hill Giant Breath* that has evaporated anyway.

ROBAN RODAN
by M. Gascoigne

8th Level, Lawful Good, Human Paladin:
AC3; 51HP; S17; I14; W16; C14; D14; CH18; Weapon: +5 Holy Sword; Treasure: 11 s.p, 4 c.p.

Roban is 29 and incredibly handsome. He is a born leader and has done very well in the world. He feels sorry for old Marte and attempts to arrange quests in an attempt to cheer him up, but all these seem to do is depress the old man even more. He has a warhorse called Conqueror and often goes riding him with Marte in tow on his own tired out nag. He is so brave and courageous and good looking and dashing and pious, he is almost a crashing bore.

For next issue, we invite readers to submit non-magical items of interesting but dubious use e.g. a Whistle of Pig Calling or a Jar of Jellied Stirge Repellent. Costs in g.p. or s.p. should be given along with all relevant details.

starweb..THE FINAL FRONTIER?

by Chris Harvey

It is turn 17 and the position looks very bad. The Computer has just informed you that Berserkers have landed on three of your planets and are slaughtering the populations there. You are also under attack in four areas by the GROMON empire, and the vitally needed fleets bringing in raw materials have been ambushed by pirates at World 115. Moreover even your home planet is at risk as a religious maniac known only as "The Apostle" has converted almost half your population to his own pacifistic religion. A few more converts and your own people will disown you. And if all that wasn't enough, there's some nut outside your office door waiting to see you to try to buy something called "The Lesser of Two Evils" for 1,000,000 credits. It has been a bad day.

Does that sound like the ultimate gamer's nightmare or the sort of SF game you read about in books? Well, thanks to the "computer revolution" it is neither. The situation outlined above could happen to anyone of several thousand people who are currently playing a Computer Moderated (hereafter known as CM) wargame. STARWEB is probably the most popular of many such games now on the market and it is almost certainly the first one to provide literally massive amounts of unique information to each player.

CM gaming began back in the late 60's (Remember the 60's?) with a company called *Flying Buffalo Inc. (FBI). FBI* then was running a simple CM game called *Nuclear Destruction*, which was so popular that it led to the programming of a second game *Battle Plan.* Both these games have retained their popularity over the years but it is with STARWEB that the hobby has really taken off.

So what is different about a CM game? Well, firstly it is the amount of information provided for the players. All CM games are played by mail (PBM) and, as such, have a slight resemblance to *Diplomacy*, itself probably the one PBM game of which most gamers have heard. In *Diplomacy*, however, the amount of information given to the players is very small. So small that it can all be duplicated on one sheet of paper which is circulated to the players. There is no secret or unique information; every player knows what every other player ordered. With a CM game it is different. For example, in *Nuclear Destruction* the production that each player orders his country to make is secret and only by utilising spies can other players find out a little of his plans. In *Battle Plan* there are production schedules for everything from aircraft to missiles, navies, and industry – and all this is secret. Moreover when play reaches turns 14/15/16 in STARWEB the sheer volume of unique information being put out would effectively rule out running the game without a computer to handle the data. For example, a player in a current UK game of STARWEB is on turn 17 and has 95 separate lines of highly compacted information to soak up. Try typing that 15 times, because that is how many players there may be in a game of STARWEB.

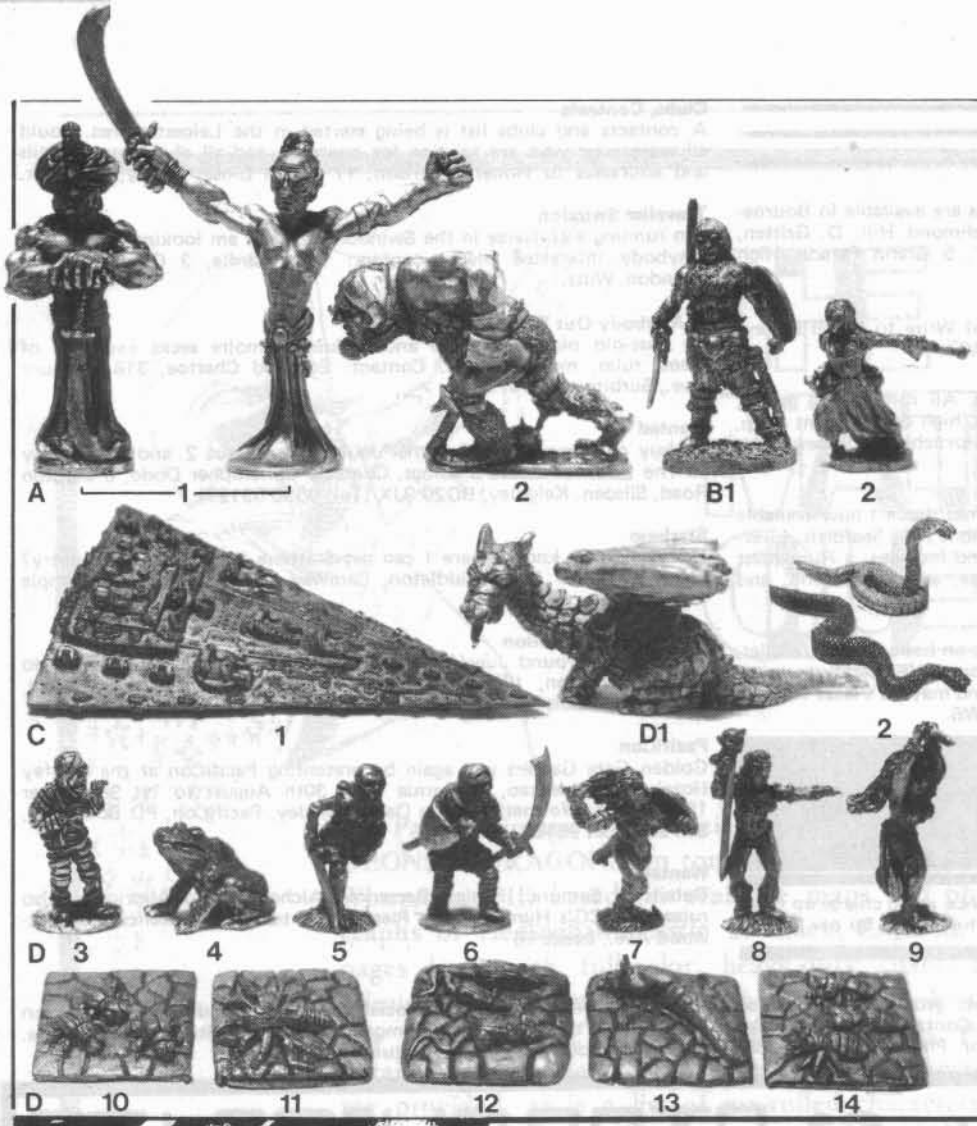
You may have gathered by now that CM games are both complex and expensive. Well this is true. A TURN fee (not a game fee) for STARWEB now costs £1.30 in the UK and $3 in the USA. Admittedly *Battle Plan* is "only" 75p and *Nuclear Destruction* 25p, but with a game possibly going on for 20 turns, or two years real time, that is equivalent to a night out for half a dozen people! But in terms of sheer play value the CM game takes a lot to beat. Certainly the early turns of STARWEB will take players little more time to work out than a turn of *Diplomacy*, but by the time a player reaches the middle game he will be spending probably two evenings working out one turn. And loving every minute of it! Indeed some computer programmer players in the UK have been known to write their own programs to handle their games.

The term "Computer Moderated" tends to put people off this growing side of the hobby, but unnecessarily so. A player need have no knowledge of computers to play the games, and indeed most players haven't even seen a computer. CM gaming could be one of the biggest growth areas for wargaming in the next few years. STARWEB, for example, has already spawned a similar game called PELLIC QUEST which is even more expensive, and many companies in the USA are bringing computers into their PBM systems for record keeping. *Flying Buffalo* could justifiably be called the leader in the field today and they are working on a new gigantic Space Battle game with 40 players per side.

So the future for CM gaming is bright indeed. So far in the UK there are no professional games being run of this nature, but it can only be a matter of time. Note the use of the term "professional". There are, unfortunately, plenty of amateur hacks who will promise to run a CM game perhaps manually. And for a few turns they may do just that. After about 10 turns of a game like *Battle Plan* though, let alone STARWEB, you can be fairly sure that the drop-out rate among amateur gamesmasters would make *Diplomacy* magazine editors look like bank managers in terms of reliability.

So if you like what you've read, then save up your pennies, cross those empty evenings off your diary and jump into the new hobby of CM PMB.

The Final Frontier? Not by a long chalk.



Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A. Ral Partha
1. Djinn (ES69)
2. Armoured Giant (ES67)

B. Asgard Miniatures
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2. Female Magician (ADA53)

C. Superior Models
1. The Invincible (TS01)

D. Citadel Miniatures
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3. Mummy (FF60)
4. Giant Frog (FF56)
5. Skeleton Warrior (FF52)
6. Left Handed Fighter (FA26)
7. Amazon with Sword (FA27)
8. Amazon Priestess (FA28)
9. Houri with Dagger (FA20)
10. Large Beetles (FS41)
11. Large Spider (FS40)
12. Rats (FS48)
13. Large Slug (FS46)
14. Large Bugs (FS42)

. . . *TSR* continue to expand their number of products. Hot off the **D&D** production line comes **The Rogues Gallery**, a booklet of pre-rolled NPC's; **Non-Player Character Records**, which are blank sheets for the referee to record NPC details; **Permanent Character Folder & Adventure Records**, for players to keep an accurate record of their favourite characters; and **Module C1 -The Hidden Shrine of Tamoachan**, the first official **AD&D** competition dungeon . . .

. . . *Judges Guild* have released **Viridistan, The City State of the World Emperor**, a massive 3 book, full colour 34" x 22" city map and 2 22" x 17" wilderness maps playing aid for **D&D**; **Inferno** is a dungeon for **AD&D** and enables the referee to send his players to Hell; **The Treasure Vaults of Lindoran** is a dungeon in which players search for the fabulous treasure of an elven king; **Duck Tower** is a **Runequest** scenario based on a ruined citadel . . .

. . . *The Chaosium* have just released **All The World's Monsters Vol III** which includes details on how to convert monsters to **Runequest**. Also new is **Foes**, a statistical profile of 1200 **Runequest** monsters . . .

. . . *SPI* continue to increase their SF/F range with **John Carter of Mars**, the game of the books; **Time Tripper** with an American soldier journeying through time; **Worldkiller** involving an alien attack on a human frontier planet; **Against 4 Worlds** being a battle game in outer space. Also new is their own SF/F magazine, **Ares** . . .

. . . *Games Workshop* have announced the dates of their two conventions. **Dragonmeet III** will be on 2nd August at Chelsea Town Hall, and **Games Day '80** will be on 27th September at the Royal Horticultural Hall . . .

. . . *Phoenix Games* have released a samurai role-playing game entitled **Bushido.** They also have three more FRP scenarios for future release: **The Courts of the Uncrowned Kings, The K'nai Gorath**, and **The Demon Pits of Caeldo** . . .

. . . *Games Workshop* have announced the forthcoming release of four boxed games. Continuing with their heavy involvement with SF/F, the titles are **Valley of the Four Winds**, a hex-gridded fantasy battle game based on the story of the same name serialised in **White Dwarf**; **Warlock** is a card and boardgame of duelling wizards; **Dr Who** has been licenced from the *BBC* and is a boardgame in which players travel through the cosmos in search of the Key of Chronos; and an updated version of the currently out of print nuclear wargame, **Warlord**, which will be released under a new title. Anticipated release date is September . . .

. . . *The Empire Strikes Back*, the latest episode in the continuing *Star Wars* saga, has been released and carries on where *Star Wars* left off. Creator George Lucas now plans to make *Star Wars* into a nine part series in three trilogies, each concerned with a different period in the *Star Wars* universe. The original *Star Wars* and now*The Empire Strikes Back* are episodes 4 and 5 . . .

Next Issue:

DUNGEONS &. . . DRAGOONS? - Historical troops for D&D
GRAKT'S CRAG - A D&D mini module
STAR PATROL - Scout Service in Traveller
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Wanted!
Wyrms Footnotes Nos. 1–4. Name your price! Write to Mitch Ferley, 436 Truro Street, Penticon, B.C., Canada V2A 4C7.

Wyrm's Claw
Britain's answer to axe. Issue 1 out in June. All role-playing games, monsters, NPC's, Dungeons, etc. 32pp, A4 size, high quality print - 60p. Contact: Lazarus, 37 Fanshawe Crescent, Hornchurch, Essex (Tel: Hornchurch 54819).

The Wanderer
A new role-playing 'zine, devoted to all RP games. Issue 1 now available from A. Kells, 50 Montgomery House, Claremont Rd., Seaforth, Liverpool, L21 1AU. Price 60p including postage, and includes: a Runequest scenario, DM's guide to Headhammer's House, a solo dungeon, and much more!

Job Wanted
By male (20). Intelligent but a bit inept; well up on basic D&D, Traveller, T&T, and wargames in general. Knows a lot about SF/F literature; writes good english; try anything interesting. In Scotland maybe? Please write to Box 01, White Dwarf, 1 Dalling Road, London W6.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

D&D Christchurch, (Dorset)
Experienced Player/DM would like to contact group or players for 8 – 12 week campaign Mid-June to September. Contact: Steve, 17 Stoke Lane, Westbury-on-Trym, Bristol BS9 3DP or Phone 0272 505656.

Clubs, Contacts
A contacts and clubs list is being started in the Leicester area. Could all wargamers who are looking for contacts, and all clubs, send details and addresses to Robert Harrison, 17 Canon Close, Oadby, Leicester.

Traveller Swindon
Am running a Universe in the Swindon area and am looking for players. Anybody interested please contact: Ken Mardle, 3 Chester Street, Swindon, Wilts.

Is Anybody Out There?
14 year-old player of D&D and Arduin Grimoire seeks exchange of ideas, rules, monsters, etc. Contact: Edmund Chattoe, 318 Raeburn Ave., Surbiton, Surrey.

Wanted
To buy or borrow, the Tekumel Journal from issue 2, and also a copy of The Book of Ebon Bindings. Contact: Christopher Dodd, 8 Skipton Road, Silsden, Keighley, BD20 9JX (Tel: 0535 53127).

Starbase
Does anybody know where I can get Starbase Scenics in this country? Please write to Nick Middleton, Camway Cottage, Cameley, Temple Cloud, Avon.

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To be held around July/August. Potential attendees or dealers should write to IlliCon, Illinois Fantasy Fellowship, 727 Brummel Street, Evanston, Illinois 60202, USA.

PacifiCon
Golden Gate Gamers will again be presenting PacifiCon at the Dunfey Hotel in San Mateo, California from 30th August to 1st September 1980. More information from David Hinkley, PacifiCon, PO Box 5833, San Jose, CA 95150.

Wanted
Details of Samurai, Healer, Berserker, Alchemist and Aborigine. Also rules for MCG's Hymenoptera. Please write to Jules Lawrence, 18 Weetwood Ave., Leeds 16.

Terrier 80
North Cheshire Wargames Association will be holding Terrier 80 on 26th and 27th July at The Armoury, Greek St., Stockport, Cheshire. D&D and trade stands will be featured.

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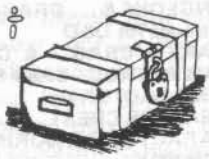

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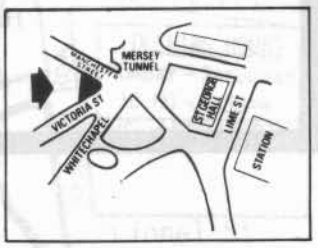

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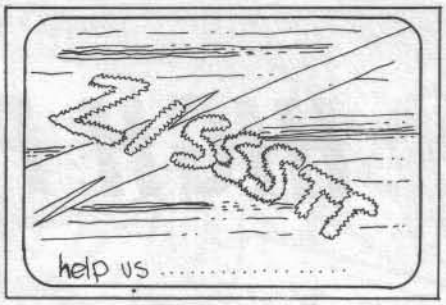

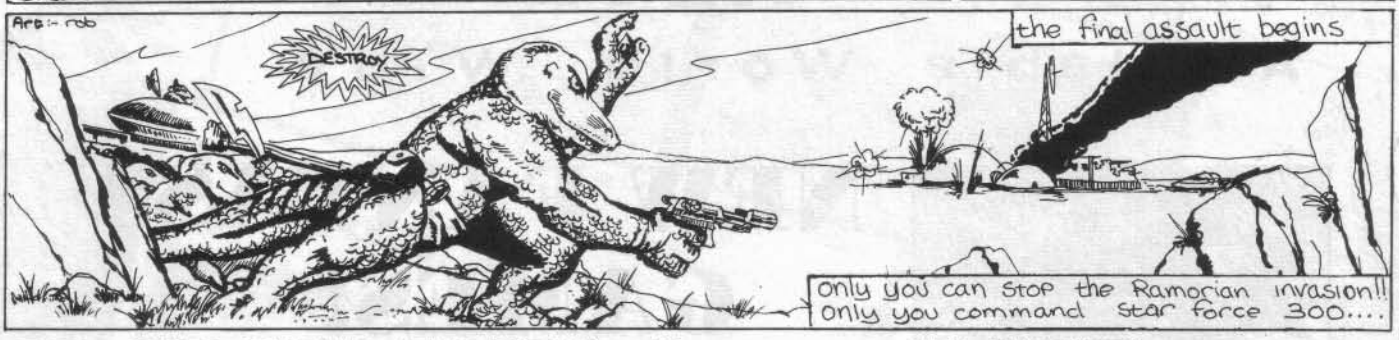

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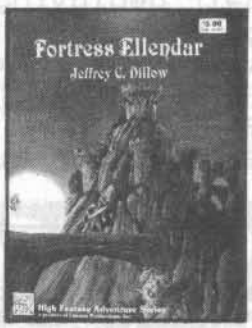

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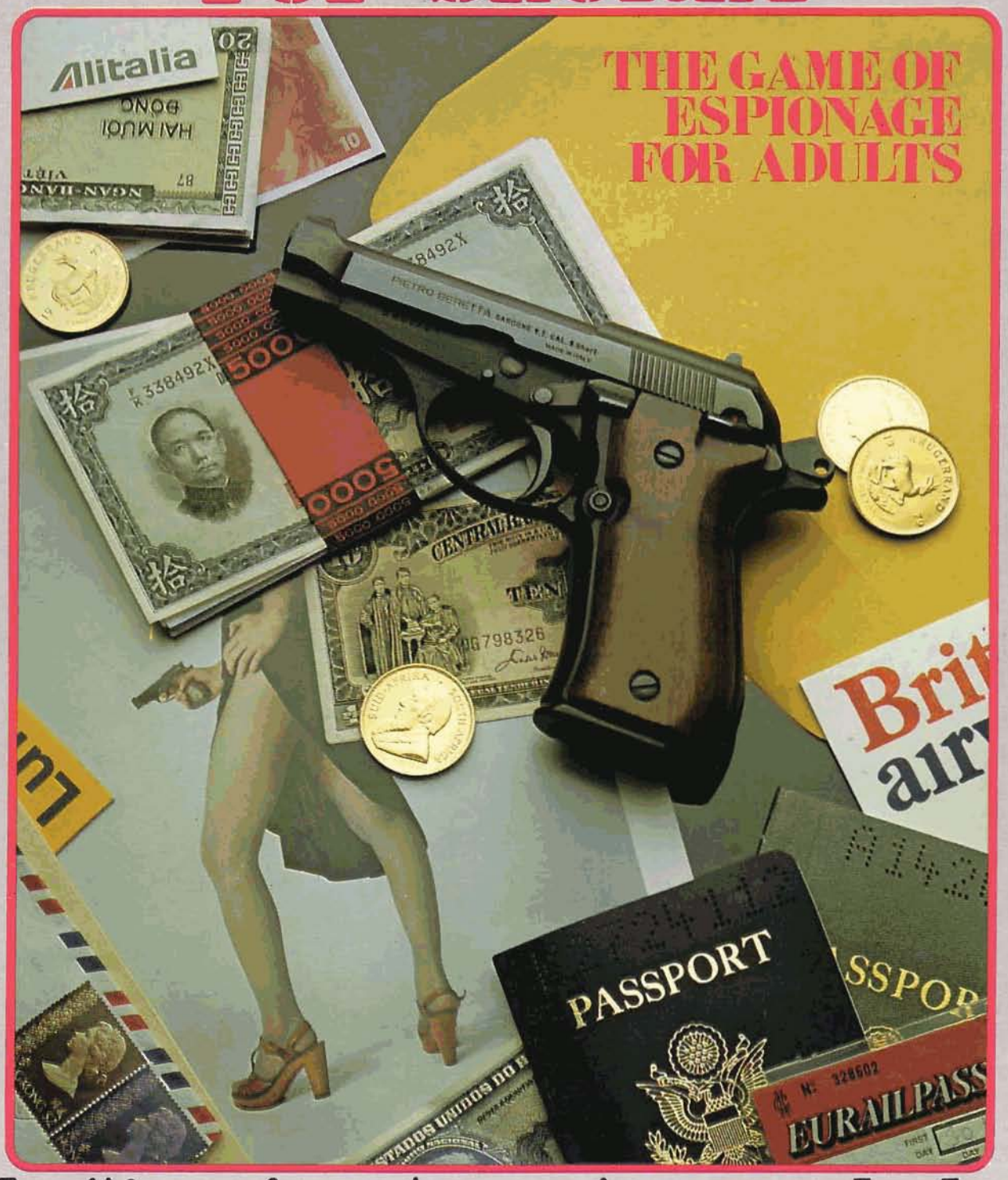

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